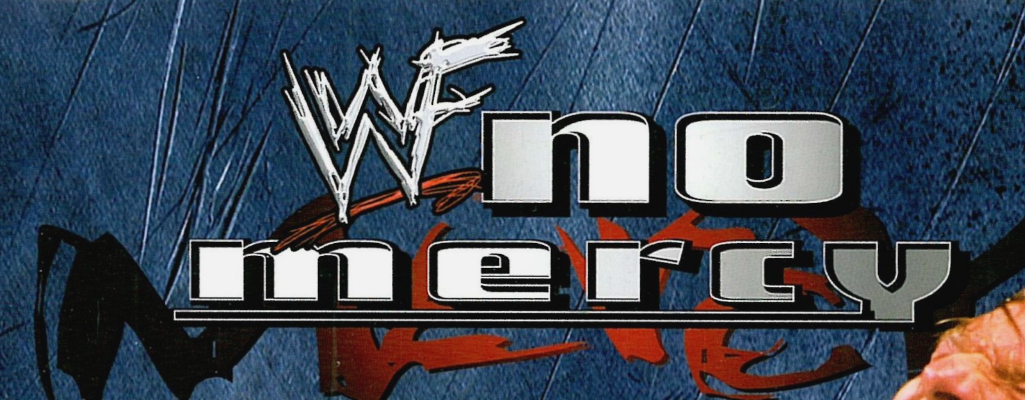

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"Quite categorically, the best wrestling game to ever come out on the N64."

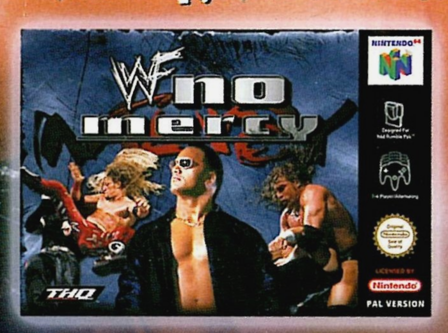
95% 



"No Mercy is beyond a shadow of a doubt the best wrestler ever..."

96% 

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Issue 50 January 2001

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To find out why it's going to be fantastic, jump to p112

At 116 pages N64 MAGAZINE is Britain's biggest and best-selling Nintendo mag; and here's why

- Our correspondents in Europe, Japan and America supply us with exclusive first-hand news every month. We don't copy rumours and speculation off the Internet.
- N64 Magazine is written by the most experienced Nintendo fans in the business. We know what we're talking about, so we're able to cram every page with useful information and advice.
- Because we're independent from Nintendo, we can also review games as soon as they come out in Japan and America, so you know which games are worth looking forward to.
- The main focus of N64 Magazine is always the N64 games you can actually buy here in the UK, however. We never pad out the magazine with huge articles about games that only the Japanese can play.
- We won't give anything our coveted 'Star Game' award until we've played it right through to the end. That way we can be sure it really is worth buying.
- Because we're independent from Nintendo, we can write completely honest reviews. If a game's awful, we'll say so.

Don't be fooled by feeble imitations!



Happy Birthday to us...

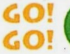
I thought of a top little intro lying in bed last night... but I'd forgotten it all this morning, so you'll have to make do with the slightly rubbish version. (Oh, and if I'd have known Jud was going to make me have my photo taken with a huge wodge of cream cake stuffed in my mouth I'd have cancelled the whole flippin' party...)

Anyway, the thought of trawling back through all 49 previous issues of **N64** to compile this month's special 50th Birthday feature filled me with a deep sense of dread, but it wasn't long before I was chuckling away to myself. (Check out Tim in that tiny yellow construction hat on page 30... Sorry Tim.) I hope you have as much fun reading it as we did putting it all together.

Well, we've finally cleared up the streamers, burst the balloons, wiped the smears of cake off the carpet, and all that's left now is to hand the whole caboodle over to you. Here's to 2001, Gamecube, GBA and the next 50 issues... we hope you'll stick with us.

Andrea Ball
EDITOR

Just look what we've got for you this month!




N64 MAGAZINE THE UK'S BEST-SELLING INDEPENDENT NINTENDO MAG

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Issue 50, January 2001



N64 FUTURE LOOK

Your first look at the *BIG* new N64 games!







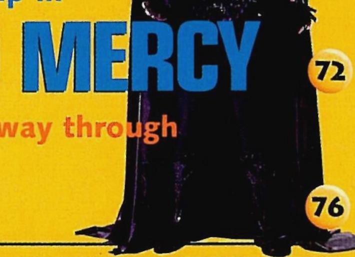






N64 Club 64

The ultimate reader service.





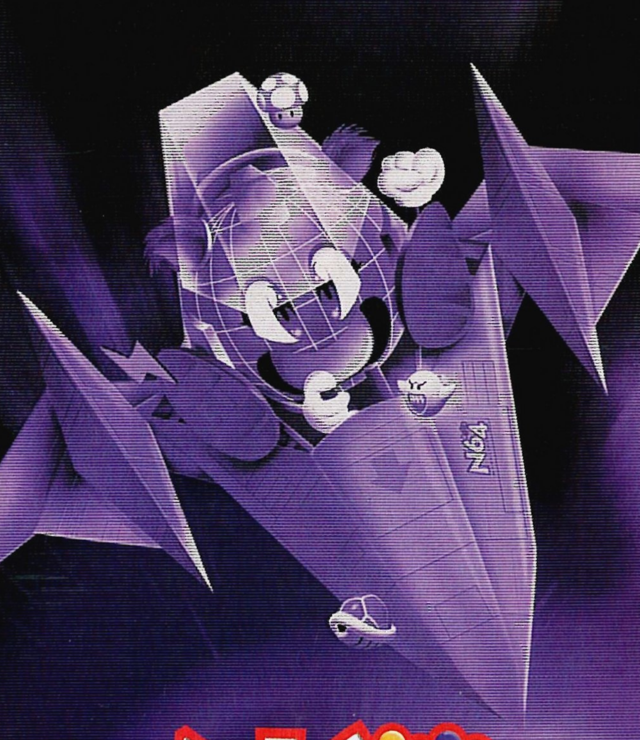












N64 MAGAZINE

FUTURE LOOK

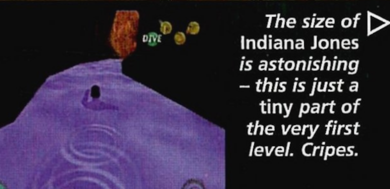
Your first look at the *BIG* new N64 games!

WANT MORE NEW GAMES?

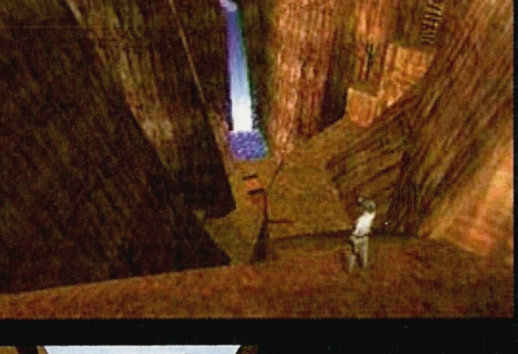
Check out the Coming Soon section of Planet 64 on page 18! GO! GO!







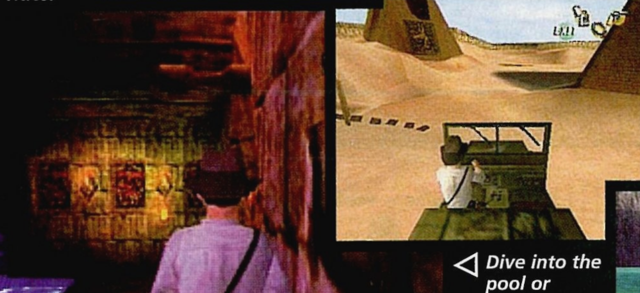
The size of Indiana Jones is astonishing – this is just a tiny part of the very first level. Cripes.



Forget to come up for air and you'll die.



Naturally, the game's stuffed with minecart rides.



Another coyote disappears beneath your wheels. Tee-hee.

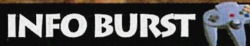
This is no time for paddling, Indy – get searching for treasures.

Dive into the pool or clamber up to that high ledge? Decisions, decisions.



INDIANA AND THE INF

keeping up with the



INFO BURST

INDIANA JONES	
FROM:	LucasArts
CART SIZE:	128Mbit
HOW MANY PLAYERS:	1
CONTROLLER PAK:	No
EXPANSION PAK:	Yes
RUMBLE PAK:	Yes
TRANSFER PAK:	No

WHEN'S IT OUT?

US	UK	Japan
Now	TBA	TBA

ANTICIPATION RATING





No need to press a button to read signs, thanks to the hi-res visuals.



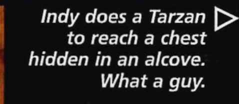
It takes time to unholster Indy's pistol – so holding it aloft, ready for action, is a sensible tactic.



There's no single route through the minecart maze. Getting hopelessly lost is inevitable.


There's bound to be something nasty hiding here.


Keep an eye out for bird attacks while on ladders.

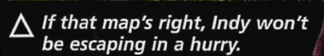

Indy does a Tarzan to reach a chest hidden in an alcove. What a guy.

Some switches in Indiana Jones are booby-trapped. Just like in the movies.


Only a man who makes it his mission to track down historic treasures can afford a personal helicopter ride like this.


Careful, there, Indy. You won't want to be falling into that hot and fiery lava. Could prove to be painful...


Inside the Infernal Machine itself. Something horrible awaits.


If that map's right, Indy won't be escaping in a hurry.

That cart won't roll until the power's switched on.

JONES
ERNAL MACHINE
joneses

It's one of those movie series that's been *begging* to be made into an N64 game. The whip-cracking, the minecarts, the treasure-filled temples – slipping into Indiana Jones' flip-flops is the dream of anyone who remembers Harrison Ford before the grey hair and wrinkles.

Indiana Jones and the Infernal Machine is a conversion of an oldish PC game, itself a shameless clone of *Tomb Raider*, and not a particularly good one at that. Factor 5 being Factor 5, though, just haven't been able to resist tidying and polishing the game to take advantage of the N64's specialities, and the result is a title that – thanks to a game engine that ably apes *The Legend of Zelda* – shines throughout, and easily outdoes the stodgy, frustrating gameplay of Lara Croft's adventures.

In fact, from the overall look and feel of *Indiana Jones*, we reckon that Nintendo have lent Factor 5 the *actual Zelda* engine. The B button changes action depending on circumstances; objects and weapons – from Indy's trusty whip to guns and machetes – can be mapped to the C-buttons; the crisp look of the desert canyons and torch-lit dungeons closely matches Hyrule; and even the little shadows at Indy's feet are suspiciously similar to those beneath Link's. Whether it *is* the *Zelda* engine or not, it comes close enough to help make the game heaps more intuitive than the finger-twisting PC original.

Thanks to a unique way of streaming new chunks of level straight off the cart, Factor 5 have been able to conjure up some truly staggering environments. In the Olmec Valley alone, there are lush, sprawling forests, breathtaking mountainscapes, and an enormous deep blue ocean, all of which pass by without a hint of fogging or slowdown. Elsewhere, you'll gasp at the sight of dusty abandoned churches and snowy wastelands. But best of all is the Infernal Machine itself – the metallic innards of a colossal mechanical contraption – which is bathed in deep blues and shiny silvers.

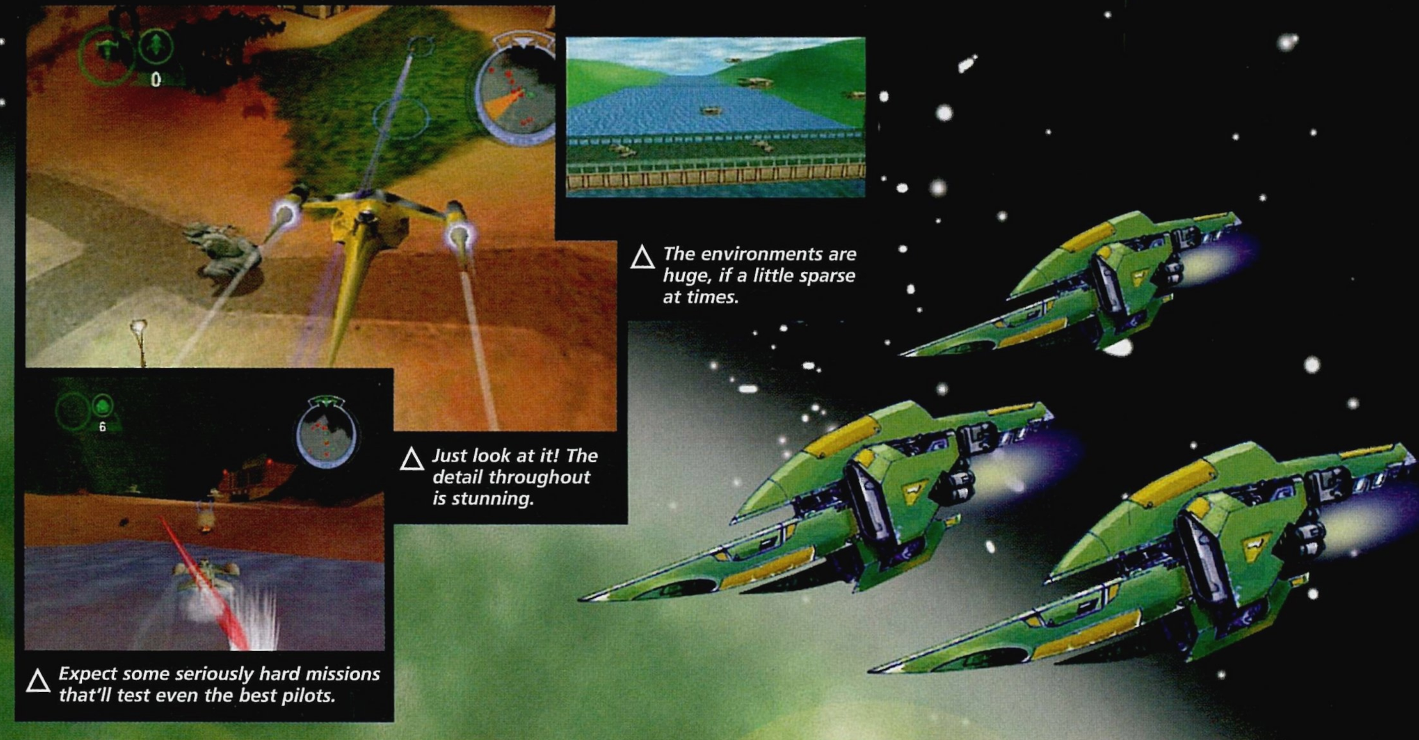
VISUALS ***The animation as he runs, leaps and grabs onto ledges is superb – even his little satchel flaps about.***

Indy himself behaves just as you'd expect – pushing and pulling rocks to reach secret caves and hidden treasures; tumbling down waterfalls and swimming through flooded catacombs; and, naturally, using his whip to see off livid locals, flick switches and swing from the rafters. The animation as he runs, leaps and grabs onto ledges is superb – even his little satchel flaps about – and later there's an impossibly complex minecart map to enjoy, and the chance to drive a jeep and run over stray coyotes. Lovely.

There's far more to *Indy* than we can squeeze in here: the haunting music, the secret levels, the cut-scenes that ape the style of the movies – just some of the things that'll have to wait for our bulging import review in the very next issue.

TO BE CONTINUED... See **N64**/51 for a whacking great import review of *Indiana Jones*.

FACTOR 5 RETURN WITH ANOTHER SLICE OF SCI-FI HEAVEN!



The environments are huge, if a little sparse at times.

Just look at it! The detail throughout is stunning.

Expect some seriously hard missions that'll test even the best pilots.

STAR WARS BATTLE FOR

robot wars

If there's one thing guaranteed to get us leaping excitedly round the office, it's the prospect of another Star Wars game. The mere thought of commanding more high-velocity, laser-spitting spaceships against robot hordes is enough to have us drooling over our analogue sticks like rabid Jawas.

So, more news of Factor 5's imminent blaster, *Battle for Naboo*, has sent us into a bit of a frenzy this month and, put quite simply, this is looking darn fine indeed.

Although *Naboo* uses *Rogue Squadron*'s game engine, the most notable difference between the two games has to be the clarity of the visuals and the sheer, eye-watering speed at which they move.

Rogue Squadron was repeatedly accused of some *Turok*-style fogging, but in *Naboo* your view across the horizon is crystal-clear, making it much easier to spot approaching enemies. The detail on the terrain is also vastly improved – you'll fly past ancient ruins and military bases – and there's now a host of atmospheric lighting effects that have been put to excellent use. Much like Acclaim's *Forsaken*, lasers and explosions realistically reflect off surfaces, lending the whole package a really polished feel.

Events in *Naboo* take place during the same period as the Episode I film, so unfortunately you don't get to play as Luke Skywalker this time. Instead you step into the boots of Gavin Sykes, a young soldier keen to protect his planet – it's not quite the same, but once the action hots up it shouldn't make too much difference.

It seems that Factor 5 have taken heed of all the criticisms levelled at *Rogue Squadron*. *Naboo* features a rich tapestry of locations: you can expect to do battle not just on grassy plains, but also around the icy wastes of the planet, beneath the Gungan Seas, through towering canyons and, thankfully, in space, as you orbit over our hero's home planet. There's also a pile of vehicles for you to choose from – some from the movie and some brand new – ranging from the Naboo Starfighter through to a Trade Federation Gunboat complete with a mounted blaster cannon.

The one thing that *Naboo* won't deliver is a multiplayer mode, but Factor 5's reputation as masters of the N64's sound capabilities, combined with the drop-dead gorgeous hi-res visuals courtesy of the Expansion Pak, should be enough to satisfy anyone's cravings for Star Wars antics.

Expect the drool quotient to increase tenfold once we get our hands on this awesome licence in a month's time.



VISUALS *There's now a host of atmospheric lighting effects that've been put to excellent use.*

INFO BURST

BATTLE FOR NABOO	
FROM:	Nintendo
CART SIZE:	128Mbit
HOW MANY PLAYERS:	1
CONTROLLER PAK:	No
EXPANSION PAK:	Yes
RUMBLE PAK:	Yes
TRANSFER PAK:	No

WHEN'S IT OUT?

US	UK	Japan
Nov	Dec	TBA

ANTICIPATION RATING

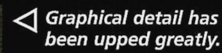


◁ Some vehicles look like they should never have left the hangar.

Towering canyons in the snow sections make for some claustrophobic blasting. ▽



◁ The 'hover' vehicles make the action seem much quicker than in Rogue.



◁ Graphical detail has been upped greatly.

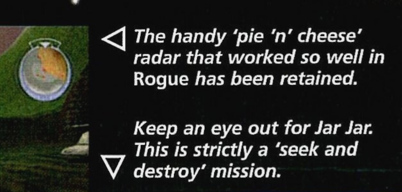
The lighting and weather effects are unbelievable. ▽





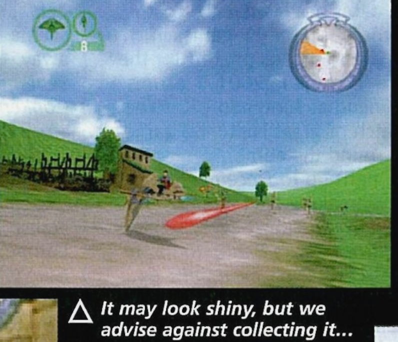
△ With a massive range of vehicles to get to grips with, you'll be at this for ages.

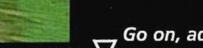
NABOO



◁ The handy 'pie 'n' cheese' radar that worked so well in Rogue has been retained.

Keep an eye out for Jar Jar. This is strictly a 'seek and destroy' mission. ▽



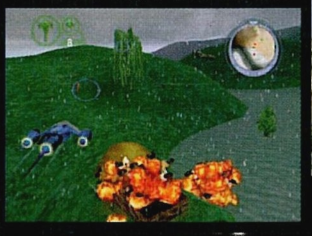


△ Some city sections are massive, with tons of objectives to get your head round.

△ It may look shiny, but we advise against collecting it...

▽ Go on, admit it – you're as excited as we are. This looks absolutely top class!

▽ The scenery is astounding. A free bib comes with the cart.





TO BE CONTINUED... We'll be getting our hands on this beauty in time for the next issue!

PLANET 64 NEWSDESK

The hottest news and the best new game previews!

QUICK JUMP TO ▶ RETROWORLD p14 NEW GOODS p13 POKÉMON CLUB p15 PREVIEWS p18

A Nintendo New Year

New year, new games, new consoles.

As 2000 waves its goodbyes, a new year beckons – and there are plenty of reasons to celebrate its arrival. Nintendo are preparing for a thrilling 12 months, chock full of N64, Game Boy, GBA and Gamecube excitement.



◁ *Could the UK have a next-gen Mario game by the end of 2001?*

In its fifth year, the N64 itself looks set to play host to some of its most sensational titles. Nintendo's annoying policy of shunting back release dates has led directly to an avalanche of big-name games in 2001. "There's loads of stuff for the N64 still to come in 2001," assures Shelly Friend at Nintendo UK. "The next batch of great Nintendo games is just around the corner."

So, right up to December, there's a groundbreaking N64 release pencilled in for almost every single month, from Rare's *Banjo-Tooie*, to – at last! – Left Field's *Excitebike 64*.

Meanwhile, Game Boy has The Biggest Game Ever™ in the form of *Pokémon Gold/Silver* in April, coupled with *Mario Tennis*, the new *Zelda*, and dozens of others. It's just a shame that some titles are so far away – we'll have to wait 'til *September* to see potty-mouthed *Conker's Bad Fur Day* on the shelves.

But N64 and Game Boy won't be stealing all the limelight. Game Boy Advance – barring any of Nintendo's trademark fickleness – is well on course for a July touchdown in Europe. *Mario Kart*, *F-Zero* and *Mega Man* will be just some of the handheld delights on offer – and you can glimpse some super-secret shots of Crawfish's GBA demos over on p36.

△ *Game Boy Advance is just a few months away. Yay!*

Finally, there's Gamecube. At the E3 show in LA on 17th May, the purple box of tricks will make its first fully-playable appearance, with *Wave Race*, *Metroid* and *Luigi's Mansion* on the cards. And if Nintendo keep their promises, Gamecube will be boxed and ready to go in Japan as of July, and (fingers crossed) in the UK before the end of 2001.

Lots to look forward to, then – and to hear every sliver of Nintendo news first, make sure you stick with **N64**.

ALL OF 2001

There's all sorts to look forward to – and this isn't even the half of it... (All dates subject to change.)

Month	Releases
JAN	US: *Mega Man 64*
FEB	UK: *Mario Tennis GBC* UK: *Pokémon Puzzle League*
MAR	JAP: GBA UK: *Banjo-Tooie*
APR	UK: *Pokémon Gold and Silver* UK: *Paper Mario*
MAY	US: GBA/GC at E3 games show
JUN	UK: *Excitebike 64*
JUL	JAP: Gamecube UK: GBA UK: *Kirby 64*
AUG	US: *Eternal Darkness*
SEPT	UK: GC at ECTS UK: *Conker's Bad Fur Day*
OCT	US: Gamecube UK: *Pokémon Stadium Gold/Silver*
NOV	UK: *Mario Party 3*
DEC	UK: Gamecube?



SHORT CUTS

72 UUR LEFT

The Internet-based advertising for *The Legend of Zelda: Majora's Mask* has been nothing less than exemplary, as we've shown in the last few issues. Now comes the turn of the Dutch, whose www.72uur.com is much less subtle than other efforts, but equally confusing. It's rather tastily designed, no mistake, but all that foreign text looks so crazy that we wonder if it really means anything to anyone...



STOP PRESS!

Mere seconds before the mag was supposed to be out the door we received a surprise announcement from THQ. It seems that after considerable pressure from wrestling fans, the PAL version of *WWF No Mercy* will now come WITH BLOOD – just like the NTSC version. There's a downside, though. The concession means that the game will now have a 15 age rating. *No Mercy*'s in the shops on December 15th.

NINTENDO TOP THE CHARTS

More chart-related excellence. Recently-published bestseller charts show that, despite Sony's efforts, Nintendo are still the champs. *Super Mario Bros* on the NES is the best-selling game of all time, with 6.81 million copies shifted, and Nintendo games fill the rest of the top seven, *plus* the number-nine slot. Of the 178 titles Nintendo have released, 54 have sold over a million – almost one in three. Impressive stuff.

King of Charts

Nintendo on top of the world.



Surprisingly, Japan's really taken to PD...



...the moody Japanese artwork probably helped.

Think the 'next generation' of consoles have taken over? Think again. N64 and Game Boy are having the time of their lives, topping the sales charts worldwide and beating off competition from both Dreamcast and PlayStation 2.

In America, *Zelda: Majora's Mask* was launched in the same week as Sony's new console – yet managed to roar straight to the top of the charts. With *Pokémon Gold* and *Silver* firmly embedded in the number two and three positions, the biggest-selling PS2 title had to make do with the number four slot. A staggering achievement for Nintendo – and, a week later, the Ninty trio were *still* holding onto the top three, while PS2 games all but disappeared from the top ten.

Meanwhile, *Perfect Dark* crashed straight into number one in the Japanese charts with over 30,000 copies sold – all the more amazing given Japan's usual disinterest in first-person shooters. Two weeks later, *Mario Tennis GB* repeated the trick, with its N64 brother hanging onto the number seven slot, and PS2 games nowhere to be seen.

Keep an eye on the UK charts to see if Nintendo can repeat the same PS2-pummelling trick over here.

Cube Round-up

Giddying Gamecube gossip.

Only a few months now until Gamecube makes a playable appearance at May's E3 show – and it's almost impossible to keep publishers and developers quiet about their plans for Nintendo's superconsole.

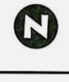
Gamecube activity is especially fevered within publisher circles, with Left Field confirming that they'll be showing at least two Gamecube titles at E3, and Rare busy trademarking possible names for the inevitable *Perfect Dark* sequel – including 'Perfect Dark Evolution' and 'Shot In The Dark'. Meanwhile, Retro Studios have all but admitted that they're the developers behind the upcoming *Metroid GC* in a job advert that states, "Wanna work for the company rumoured to be developing *Metroid* for Nintendo Gamecube?"

Elsewhere, the Comdex electronics exhibition featured an interesting nugget of Gamecube history. ATI, the firm developing GC's graphics chips, presented a glass-encased Gamecube on their stand – with the *wrong controller*. With two long prongs, no D-pad or Z-trigger, and a Start button on the left-hand side, it represented the design for Gamecube's joypad just before it was finalised for last August's Spaceworld presentation. Thank Shigsy they changed it...



The 'old' Gamecube controller. An ugly beast and no mistake.

As E3 nears, expect heaps of GC secrets to leap from the closet. More next month.



GO! GO!




MAIN MAN GETS SILLY

Peter Main (on the far left in the picture), Executive Vice President in charge of Sales and Marketing for Nintendo of America, was recently tempted to don a pair of Goofy ears to promote *Mickey's Speedway USA*. General Manager of Disney, Steve Finney, is the fellow on Peter's right. Detailed examination of the television screen reveals that Steve is beating Peter, but both of them are languishing in third and fourth places. Pah.



BEAR FOR SALE

To build up hype for the US launch of *Banjo-Tooie*, America has been treated to a typically ace TV ad. It features some dolt in a bear suit (Banjo) jumping out of a plane to the consternation of his skydiving instructor. Banjo seems secure in the knowledge that Kazooie will emerge from his backpack to save the day – only he's absent! Oh, the hilarious consequences... it emphasises how they operate independently, you see. Web-savvy folk might like to check out some behind-the-scenes footage from the ad at www.dailyradar.com/features/game_feature_page_1802_1.html



There are more **SHORT CUTS** on page 14

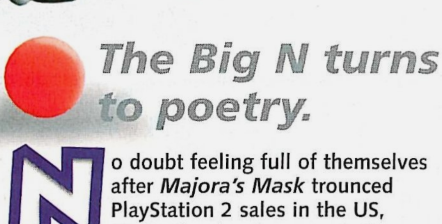


A Winter's Tale

The Big N turns to poetry.

No doubt feeling full of themselves after *Majora's Mask* trounced PlayStation 2 sales in the US, Nintendo of America took the bizarre step of conjuring up an amusing poem to remind Christmas shoppers that the N64 and Game Boy are alive and well. Here are the edited highlights...

△ *He's every right to look smug – The Big N are 'cooking on gas'.*



'Twas the month before Christmas and all through the nation
Gamers gave up on that brand new PlayStation;
The orders were stacked up at retail with care,
But the merchants all knew Sony wouldn't be there.

The players were nestled in front of their screens,
The pie-eyed young tots and the discouraged teens,
This promised to be one distraught holiday,
Without something new interactive to play.

When down at the mall there arose such a clatter
I leaped from my chair to see what was the matter.
And what to my wondering eyes should appear
But a sleigh full of thrills – filled with Nintendo gear!

With a little old driver with presents in tow,
I knew in a moment – my man, Mario!
A bundle of games he had draped on his back,
"If you want to save Christmas, just open this sack!"

"If your dream is adventure, then we're up to the task –
Our best Zelda ever, called *Majora's Mask*™,
The country's best seller beginning day one,
Competitors just can't compete with this fun!"

"With Disney we're setting a blistering pace
As *Mickey's Speedway USA* leads the race.
Or how 'bout the industry's first breakthrough brand?
Donkey Kong Country in the palm of your hand."

Then he sprang to his sleigh, to his team gave a cheer,
"The real transition will happen next year!"
And I heard him exclaim as he drove out of sight,
"We said we'd save Christmas – and Nintendo was right!"

Great stuff. That 'TM' symbol after Majora's Mask ruins the mood, mind. ▷

Brain Games

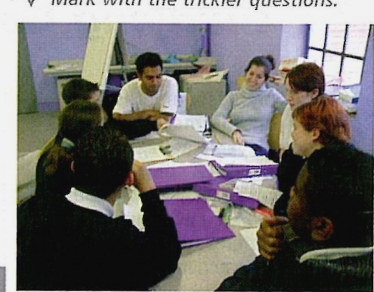
Mark finally puts his brain to good use.

What weighs about the size of a melon and feels like warm butter? Answer: the human brain. And that's just one of the bizarre facts that a host of schoolkids – and N64's very own Mark – were treated to as part of a 'create-your-own-game' day in Bristol.

As part of "Brain Games" fortnight at the mammoth Explore-@-Bristol science centre, and in conjunction with NESTA (the National Endowment for Science, Technology and the Arts), groups of 10-14-year-olds from Speedwell School and Ashton Gate Primary were invited to wonder at the power of the mind. With the help of N64 consoles from Nintendo, staff and students from Bristol University, and Mr Mark "Greener" Green from **N64** Magazine, they developed their creative thinking skills by inventing their very own videogames.

Mark was only there for a day, but he kept the local youngsters riveted – or at least half-awake – with advice about what makes a great videogame, and how to avoid a disaster of *Carmageddon 64* proportions. The sessions culminated with a presentation of the finished games, attended by everyone's parents – and, on the basis of what Mark saw, we wouldn't be surprised if the next Nintendo, Rare or Acclaim sprang up in Bristol before too long...

▽ *Other adults were on hand to help Mark with the trickier questions.*





Chairs were rapidly vacated after Mark strode into the classroom. ▷

NEW GOODS

in association with WICKED WARE Call them on: 01993 844885



SPIN-POPS
Cap Candy • High St • £3.99

Weird. Not just 'a bit' weird – these babies are *sinister*, man. And for the legions of lollipop-sucking maniacs out there – some of whom live in this very office – these are a source of some worryingly extensive bouts of giggling.

Quite simply, they're the most ridiculous things you'll ever see. The Action Man 'Pops' are particularly amusing, with badly moulded figures who wave their arms in a frighteningly mechanical fashion when you press the button to rotate the lolly. Still, simple things please simple minds, as they say – so obviously they went down a right treat with the **N64** crew. Try shoving random root vegetables on the top for added longevity. Classic.

82%

GOOOZE
KidzBiz • High St • £6.99

There was a mixed reaction in the office as far as this stretchy, squishy goop was concerned. Geraint lost the plot just five minutes after opening the packet, Gooozing just about every object to hand, while Steve couldn't bring himself to squidge it at all. Shame, because he missed out on some cracking laughs.

Not only can you Gooze household objects, but you can bounce it, stretch it, blow it up – not in the TNT sense of the word, mind – and even watch it glow in the dark. Horribly addictive stuff and, with a multitude of potentially side-splitting gags in the palm of your hand, there'll be plenty of ways to drive your Nan round the bend this Christmas.

86%

BONE LIGHT
Planet Distribution • High St • £7.99

Planet are always an excellent source of quality Game Boy peripherals, and this 'Bone Light' is another in their long line of unique add-ons. This spooky little number is made up of seven interlinking bone-shaped sections with a skull's head on the end, and comes complete with glowing red eyes. Plug it into your Extension Port and, hey presto, you can play your Game Boy under your duvet.

Okay, so it's just another Game Boy light, but it's a pretty funky one at that – even if you do have to fiddle with it for a while before you can see the screen properly. If you're looking for a freaky-looking game light that's a world away from the standard ones out there, this will fit the bill nicely.

80%

MANCHESTER UNITED HEROES FIGURES
Hasbro • High St • £19.99

'You what?' just about sums up everyone's reaction to this 'action figure' when it arrived in the office. And understandably so. It's a fairly freaky effigy of Dwight Yorke, and we sincerely doubt he'd jump at the chance to show this one to his teammates. Even the Beckham and Giggs ones are not that attractive, so we can only recommend these to Man U fans who are completely off their nut. That'd be pretty much all of them, then... What's even more worrying is the £19.99 price tag – if you want all three, you'll have to fork out a meaty 60 notes for the 'pleasure'. That's more than *Majora's Mask* costs, and, in our book, there's just no contest.

69%

POO-CHI
Tiger Electronics • High St • £24.99

Look! Another plastic pet to grace Geraint's chaotic desk, this time in the form of a turquoise-and-silver robot dog. However, as is generally the case with cyber-puppies – of which there are waaaay to many in our opinion – the appeal is strictly limited. Okay, so you can teach it to sit, dance and even, er, sing. But chances are that by the time the batteries run out in this platinum pooch, you'll have either consigned it to the bottom of your toy cupboard, or brandished your screwdriver and performed some 'essential surgery' to satisfy your new-found curiosity for robotics. Difficult to recommend.

65%



ROCKET HAWK
TCL • High St • £9.99

Fancy a right old laugh for under a tenner? Have a gander at this, then. Basically, you launch it into the air like a rocket and watch its folding wings burst open before it swoops, rolls and soars like the best £9.99 you've ever spent. Well, almost.

Once it's in the air you can chase the thing about like a lunatic, jumping hedges and getting your clothes as muddy as you possibly can in the process. Nice. And you can repeat this as many times as you like because it's totally reusable – unless you launch it into a bramble bush, that is.

82%

WIN! A BONE LIGHT!

This spooky little Game Boy light from the lads and lasses at Planet is up for grabs to anyone who can correctly answer this question...

Which of these three is a bone in the human arm?

a) Ulnabowserus
b) Humerus
c) Yoshivalus

The first lucky reader to have their correct answer pulled from our compo box will receive this unusual illumination device. Send your answer on a postcard to:

Dem bones, dem bones Competition,
N64 Magazine,
30 Monmouth Street,
Bath, BA1 2BW.

All entries must be in by Friday 26th January.

GO! GO!



LOADSA MONEY...

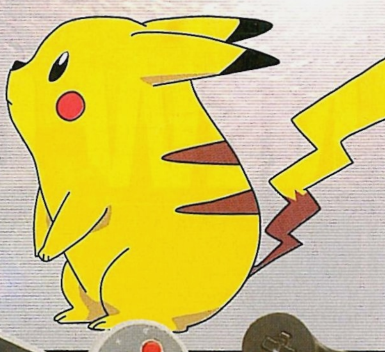
Nintendo's pre-tax profits for the first half of 2000 jumped by a massive 157% to ¥51.79 billion, largely thanks to the global success of Pokémon and the Game Boy, and the strength of the US dollar.

Sales fell very slightly – hardly surprising considering the launch of Sega's Dreamcast and the hype surrounding PlayStation 2 – but the minty Ninty still managed to shift an impressive 10 million Game Boys in just six months, and they hope to shift a staggering 23 million consoles over the whole year.

Could be the perfect time for Shigsy and co. to ask for a payrise, then.

AFTER THE TONE

Nintendo have recently been harassing the press with a strange answering machine message from none other than our friend Ash. In unintentionally menacing tones, he tells us about a new game for us to enjoy. Furthermore, he suggests that even if we don't recognise his voice, the game will definitely recognise ours. Which gives the whole thing away, of course. 'Tis none other than the American launch of *Hey You, Pikachu*. Enigmatic and worrying.



RETROWORLD

The part of the mag that's caught in a timewarp.

TAGTEAM PRO WRESTLING
Namco • 1986

Crumbs. Even back in the days when Big Daddy (rest his soul) was winning our hearts on a weekly basis with his chant of 'Easy! Easy!', wrestling games were in demand in certain corners. But the likes of Giant Haystacks and co. just weren't too keen to jump into bed with upstart tykes like Namco, so these early efforts featured entirely fictitious 'athletes'.

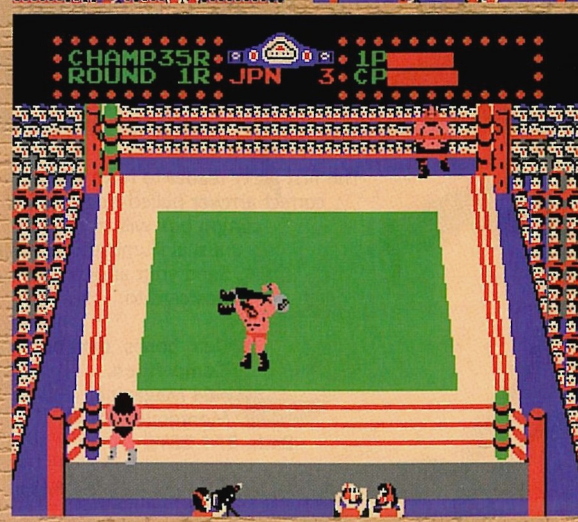
Tagteam's NES-based action resembled a weird, backwards brother of current rasslin' efforts like *WWF No Mercy*. Compare and contrast the extensive backstage areas and zooming, moving 3D cameras of *No Mercy* with the 2D ringsides and fixed above-and-to-the-side camera of *Tagteam Pro*. Or weigh up THQ's 70+ playable characters and complex grapples against Namco's single 'rassler, who cycled through just four attacks with A and B. And then there's *No Mercy*'s two-frame animated crowd and... er, *Tagteam's* two-frame animated crowd.

The peculiar thing is that there *was* the odd similarity, like the viewpoint and even (to an extent) the control system. But *Tagteam* didn't inspire excitement, and neither did it make a difference which move you chose – though the way you hit A to initiate a grapple, then decided which move to make, was interesting.

Tagteam Pro Wrestling hardly went down in the annals of great gaming history. In fact, it's a bit of a rare one. Still, it's worth a footnote as one of the progenitors of the current crop of greasepainted fatties.







OGRE BATTLE: THE MARCH OF THE BLACK QUEEN
Enix America • 1994

Martin's review of *Ogre Battle 64* had us pining for the good old days when the SNES version turned the idea of a strategy RPG on its head. To get the best idea of how it played, you would do well to turn on the N64 version, since not too much has changed since the days when we were swaying to the soulful groove of 'Love is all around' by thrice Wet. Or not, as the case may be.

From the very beginning you knew something unusual was going on, as you were quizzed by a gnarled wizard-type to determine your tendencies and strengths as a leader. Plus, you'd draw a tarot card which might determine your fate – these occult references have been toned down for our squeaky-clean times. The map view was an impressive isometric, zooming landscape which turned colour beautifully from day to night. You could affect the real-time turn-based combat only by deploying tarot cards and altering tactics, but the real brain-acher was managing your troops and their equipment in order to purge the land of the enemy while also retaining your foothold in the territory.

That unique action, with the addition of a massively engrossing and troublingly deep plotline made *Ogre Battle* one of the best SNES titles on offer. Sadly it gained only a fiercely loyal cult following, due to arriving late on the scene and hence not being properly pushed. Strange how history repeats itself, eh?







Pokémon CLUB

WIN! Turn the page for our regular round-up of Pokémon-related goods, plus the chance to win a neat radio!

Turn to this page every month for the latest Pokémon news!

January 2001

62 Credits

CELADON TIMES

The Pika Paper for Pokémon!

NINTENDO WAGE WAR ON WEB SQUATTERS

Pokémon.com, the official Ninty site. But try to pip them to a Poké site name and you'll feel their wrath.

Nintendo's top legal bods have been flexing their muscles this month as they take on the army of cyber-squatters who are encroaching on their beloved Pokémon franchise.

As Pokémon's popularity has exploded all over the surface of the earth, website creators and Pokémon fans alike have been cashing in on Nintendo's cutesy critters by registering and securing Pokémon-related 'domain names' – those 'www' addresses you see at the top of websites. Over 50 separate sites have come under fire from Nintendo, and have subsequently been dragged into court to explain themselves.

Nintendo are adamant that they, and they alone, have exclusive rights to the Pokémon name, and anyone found to be infringing on their franchise will face demands to relinquish the domain name and, in some extreme cases, financial retribution.

Nintendo are renowned for fiercely guarding their intellectual property, and will go to great lengths to ensure that it isn't compromised in any way, shape or form. The first to feel the back of Nintendo's iron fist was the owner of www.pokemon-center.com. On 29th October the World Intellectual Property Organisation granted Nintendo the rights to the domain name after the owner was accused of using the Pokémon name "in bad faith" in order to generate money through advertising on the site. After giving the owner a mighty slap in the chops, Nintendo continue to hunt down the remaining cyber-scumbags to dish out the kicking they thoroughly deserve. So, if you're thinking of poaching a Pokéname for your website, you have been warned.

Ledian.com anyone? We'd rather not, thanks.

Uri Geller sues Nintendo

Renowned spoon-bender and psychic entertainer Uri Geller is suing Nintendo for hundreds of millions of dollars, claiming they turned him into an "evil and occult Pokémon character".

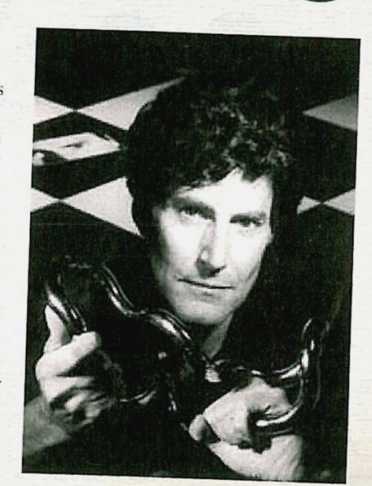
In one of the most high-profile lawsuits to involve The Big N to date, Geller is seeking compensation from Nintendo, claiming that they unfairly used his likeness for the Pokémon character 'Kadabra'. Kadabra is a powerful spoon-bending Psychic type whose Japanese name – 'Yun Gellar' – bears a spooky resemblance to Geller's own.

Geller believes that Nintendo have "confused and deceived" the public into thinking that he endorsed the franchise: "Nintendo stole my identity by using my name and my signature image", he stated after commencing legal proceedings in a LA federal court.

The situation was brought to Geller's attention while he was touring in Japan. Hundreds of screaming Pokémon fans ran up to him, eager for an autograph on their Kadabra-emblazoned Pokémon cards.

As a result of this news, Geraint is currently considering legal action of his own after spotting a particular likeness in Gengar, whose ghostly exterior, stumpy limbs, cheesy grin and angry red eyes are not too dissimilar to his own. We'll keep you posted.

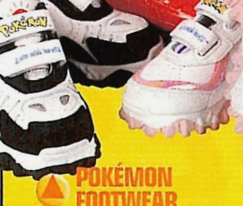
Geller also claims that Kadabra's chest symbol is reminiscent of the Nazi SS sign.



As you can see, the angular brow, stern features and incredible mental metallurgical powers are frighteningly close to Kadabra's. Spooky!

POKÉMON NEW GOODS

YOUR MONTHLY ROUND UP OF ALL THINGS POKÉMON!



POKÉMON FOOTWEAR

Brand International Group • High St • £7.99-£12.99

Now these we *do* like. There's nothing better than opening our mail in the morning and discovering some top-quality Poké-products, and these are no exception. The training shoes are cute and come in two his 'n' hers-style colours. To top it all off there's a chunky-as-you-like sole to ensure that no matter how many games of 'British Bulldog' you play at lunchtime, you won't be wearing your shoes down in a hurry. As for the wellies, they're the pièce de résistance – unashamedly cute and shiny and have been the main source of argument in the office since Andrea tried to smuggle them out at lunchtime. Must be good, then.

90%

POKÉMON BATTLE ARENA

Tiger Electronics • High St • £16.99

From the same people who brought us the outstanding Talking Plush Toys (**N64**/46, 94%) comes this Pokémon battler. It's utterly lame. Guaranteed to irritate even the most placid Pokéfan, it's basically a 'high-tech' version of Scissors, Paper, Stone, presented in a Battleships-style plastic unit. It's up to you to second-guess your bored opponent as garish red outlines of arch-enemies Pika and Meowth stutter around the screen like a couple of muppets. The final nail in the coffin for this has to be the irritating sound which you can't turn down. If Santa brings you this for Christmas, chances are you'll want to stamp on it the minute you turn it on.

49%

POKÉMON READYROLL BORDER & STICKERS

ReadyRoll • High St • £7.99

You know you've become a complete Pokémon addict when the first thing you want to see when you open your eyes in the morning is Pikachu and his gaggle of chums. If you fall into this rather worrying category, then this could be exactly what you're looking for. These Pokémon wall coverings are actually pretty good quality. There's a wall border and a pack of assorted monster stickerage, with Ash and Pika, Brock, Misty and all the main Pokémon like Squirtle, Charmander and Bulbasaur. Even better though, they're dead easy to apply – just peel them off and stick them on – so your bedroom can be plastered in Pokégoodness in the bat of an eyelid. Smart.

82%

POKÉMON WALKIE-TALKIES

Tiger Electronics • High St • £9.99

We got quite excited about these as they look very tasty indeed. After 30 minutes spent feverishly wrestling the packaging off, Alan and Geraint split up around the office and tested them. Their conversation went something like this: "Hey, Alan? Can you hear me", "MNn anansu hduoudh", "Try turning it up, mate", "TSSsshhhh CHIKT ennnuuURG!", "Hello?", "psshhhh sshhhhhhhh", "CAN YOU HEAR ME?", "Yeah, fine, mate!", "Nice one. Where are you?", "About 30cm behind you." If using walkie-talkies while standing at arms' length from each other is your bag, then go for it. Otherwise, we wouldn't bother. Disappointing.

51%

POKÉMON LUNCH BOX

Warner Bros • High St • £8

Courtesy of the Warner Bros Studio Store comes this hardy plastic lunchbox covered with a big heap of Pokémon characters. It's quite a decent size, so chances are you'll be able to cram in more than your fair share of Tizer, Kit-Kats and marmalade sandwiches – provided you remove the crusts first, of course – and you may even have some room spare for your beloved stash of Pokémon cards. Also, as we're sure you're all too aware, should the playground bully attempt to swap your Fossil Gengar for his Diglett, or – worse – try to take it by force, it can double up as a cheek-bruising box of whup-ass. What more could you ask for?

89%

POKÉMON RADIO PALS

Tiger Electronics • High St • £9.99

It's not been a good month for Tiger Electronics, mainly because none of their products so far was much cop. But lo and behold, these are actually quite good. They're cute and scrunchy felt renditions of the more famous Pokémon, like Pika and Charmander, sitting atop a keychain radio. Each comes complete with a set of headphones with a long lead, so you can attach them to your belt and listen to some tunes while you're on the move. And they all have a scan button so you don't have to waste time fiddling about wading through the French shipping forecast. Sound quality is generally pretty good, too. Worth checking out.

85%

WIN! A CHARMANDER RADIO!

Fancy getting your hands on Tiger Electronics' tasty Charmander keychain radio? Course you do! Get your thinking caps on, then, and answer this simple question.

Which of these is *not* one of Charmander's natural attacks?

a) Ember
b) Fire Punch
c) Fire Spin

The first lucky reader to have their correct answer pulled from our tinsel-clad cardboard box will be sent this on-the-move groover! Pop your answer on a postcard and send it to:

Cha- Cha- Charmander!
N64 Magazine,
30 Monmouth Street,
Bath, BA1 2BW.

All entries must be in by Friday 26th January, if you please.

TOM and JERRY™

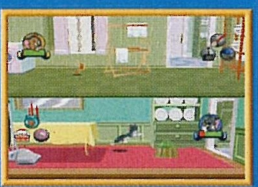
It's the ultimate Tom & Jerry showdown!

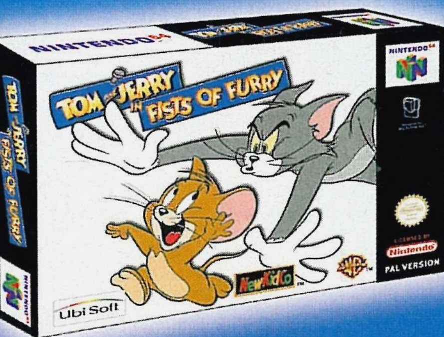
Immerse yourself in the classic cartoon environment filled with head-to-head combat and unique madcap strategy!




GAME BOY COLOR


NINTENDO 64


PLAYSTATION



Tom & Jerry in Fists of Furry



Tom & Jerry in Mouse Attacks



Tom & Jerry in House Trap















QUICK JUMP TO ▶ SCOOBY DOO p20 MYSTERIOUS DUNGEON 2 p20 AIDYN CHRONICLES p21

NEW PICS NEW PICS NEW PICS NEW PICS NEW PICS NEW PICS NEW PICS NEW PIC

Banjo-Tooie

The bear's behind schedule again.

By the time you read this, America won't just have finally netted itself a new President – it'll also have finished, boxed copies of *Banjo-Tooie*. Which makes it all the more astounding that Rare's gorgeous sequel has now slipped back to April on the UK release schedule.

Still, when *Banjo* finally lands on British shores, it could well topple the king of platformers, *Mario 64*, off its throne. The visuals are easily the best on the N64, with environments such as Honey B's Hive – a gorgeous golden cavern complete with mesmerising reflections on the floor and walls – showing off the Expansion Pak running at full steam. The levels are *gigantic*, too, and the meat of the game, while staying faithful to *Banjo-Kazooie*, is pleasingly puzzly compared to its platform-packed prequel.

We're closer to solving the mystery of how *Banjo-Tooie* unlocks the hidden items in *Banjo-Kazooie*, too, after breaking open a Game Pak-shaped object and finding the Ice Key concealed within. Lord alone knows how it's carried over to *B-K*, though – let's keep our fingers crossed we don't have to wait too long to find out...

Q & A

Quite a looker.
Isn't it just? You'll know what to expect if you've gorged your eyes on Donkey Kong 64 *– swinging lamps casting an eerie glow on darkened rooms, fire and magic illuminating their surroundings with flickering light – but B-T manages to look even better.*



Is it a big game?
Oooh, yes. Geraint plugged away at Banjo-Tooie *for a full six hours when he visited Rare HQ last month, but still only scratched the surface – and there's a wealth of multiplayer games to tinker with once the solo quest's done.*

INFO BURST

BANJO-TOOIE	
FROM:	Rare
CART SIZE:	256Mbit
HOW MANY PLAYERS:	1-4
CONTROLLER PAK:	No
EXPANSION PAK:	Yes
RUMBLE PAK:	Yes
TRANSFER PAK:	No

WHEN'S IT OUT?

US	UK	Japan
Now	April	TBA

ANTICIPATION RATING: ●●●●●



Mumbo should help you get that gigantic train off and running.

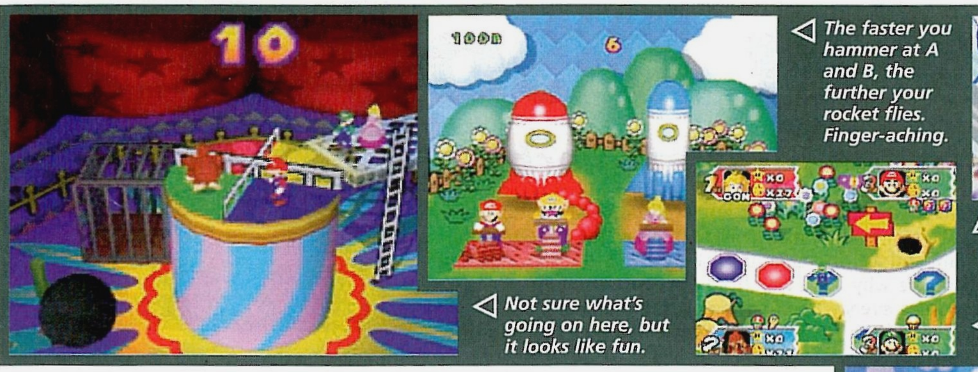
Check you've got Kazooie in your backpack before walking off a platform into thin air.

Look! It's the Ice Key! Now how do we get it into B-K?

Just one of the reams of bonus games in Tooie. Can't wait.

This doesn't look promising for Banjo. Nice detail on those teeth, though.

Completing the Star Spinner sub-game is just bound to net you a piece of jigsaw.



The faster you hammer at A and B, the further your rocket flies. Finger-aching.

Not sure what's going on here, but it looks like fun.

True to Mario Party form, there are stars to collect as you travel around each board.

With no stars or coins, Luigi's sure to lose.

Mario Party 3

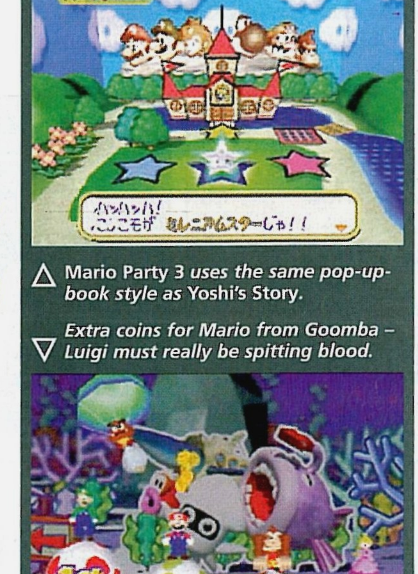
Nintendo knees-up number three.

Poor Mario. He's barely finished cleaning up the broken bottles and hosing down the walls from the last party, and now there's another one on the horizon. And with Waluigi gatecrashing, *Mario Party 3* looks set to be the most raucous Mario shindig yet.

Of the 70 minigames in *MP3*, only a handful are actually 'new' – the Mario-themed *Tetris*-alike being the most maddeningly tricky to get to grips with. The rest are subtle variations on the prequel's smile-worthy sub-games, and range from chopping logs with frantic button-presses to swinging on vines to avoid snapping Piranha Plants below. Like its prequels, *Mario Party 3* promises to be immediately intuitive – whether you're eight or 80, the simple controls will give you a fighting chance of standing atop the winner's podium.

There are a couple of new faces at the party – Waluigi and Daisy from *Mario Tennis* are proper playable characters, and Boos, Chain Chomps, Thwomps and Koopas make an appearance in the new 'Dual Tag' mode, where two players get to travel around a board and – rather bizarrely – start scrapping when they bump into each other. Dual Tag is part of developer Hudson's keenness to keep *Mario Party* alive when you've got fewer than three friends to hand – they're promising a handful of extra one and two-player modes to accompany the usual multiplayer Board Games and Minigame Tournaments.

Japan is mere days away from seeing *Mario Party 3* on the shop shelves – a copy should be winging its way towards our office in time for a thorough going-over next month.



Mario Party 3 uses the same pop-up-book style as Yoshi's Story.

Extra coins for Mario from Goomba – Luigi must really be spitting blood.

Q & A

Plenty of minigames, then?
More than ever, and we haven't come across a dud yet. Our favourite involves skidding around an icy platform to avoid a spinning shell – the natural successor to the brilliant Bumper Balls from MP2.

How many boards?
A big ten this time around, including Christmassy snow-covered woods, magical forests that change from day to night in the blink of an eye, and a fishy underwater paradise.

There's a new Battle Mode, right?
After landing on a Battle Tile in Mario Party 3, rather than disappearing off to a separate screen to fight, you and your opponent remain on the board, and take turns to kick a snowman to bits or punch a Thwomp in the face. Interesting.



Where's Toad gone?
He's now one of the 'companions' who joins you in the Dual Tag mode. Which means there's a new Nintendo character hosting Mario Party 3 – an adorable little fella with a dice for a hat. Cute.



Luigi's golden mushroom could double that dice roll.

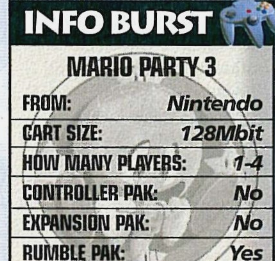


Woody the Tree is the shopkeeper in Mario Party 3.



There's the distant relative of Toad who now hosts the party. He's a real cutie.

INFO BURST





MARIO PARTY 3	
FROM:	Nintendo
CART SIZE:	128Mbit
HOW MANY PLAYERS:	1-4
CONTROLLER PAK:	No
EXPANSION PAK:	No
RUMBLE PAK:	Yes
TRANSFER PAK:	No

WHEN'S IT OUT?

US	UK	Japan
TBA	TBA	Dec

ANTICIPATION RATING

GO! GO!



Scooby Doo

Everyone into the Mystery Machine!

Many of the details of *Scooby Doo! Classic Creep Capers* are still as much of a mystery as why Velma manages to lose her glasses every week – but these new shots shed a little light on the adventures of Shags, Scoobs, Daphne and the gang.

Despite the *Resident Evil*-style camera angles, *Scooby Doo* raises as many belly-laughs as the cartoon – the sight of Shaggy and Scooby scampering away from a man in a pitifully unfrightening Yeti costume is a treat, and the expression on Shaggy's face as he's subjected to one scare after another, coupled with his visibly terrified body posture, is hilarious. With all the characters – except Shaggy himself – voiced by the original TV actors, *Classic Creep Capers* should teach *Superman* and *Batman* a thing or two about doing justice to a cartoon original.

Kittsy wasn't impressed with this at May's E3 show, but THQ's polishing seems to be paying off. With no Scrappy in sight, it's *got* to be good.

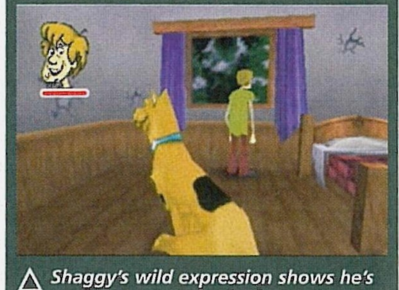
INFO BURST

SCOOBY DOO	
FROM:	THQ
CART SIZE:	96Mbit
HOW MANY PLAYERS:	1-4
CONTROLLER PAK:	No
EXPANSION PAK:	No
RUMBLE PAK:	Yes
TRANSFER PAK:	No

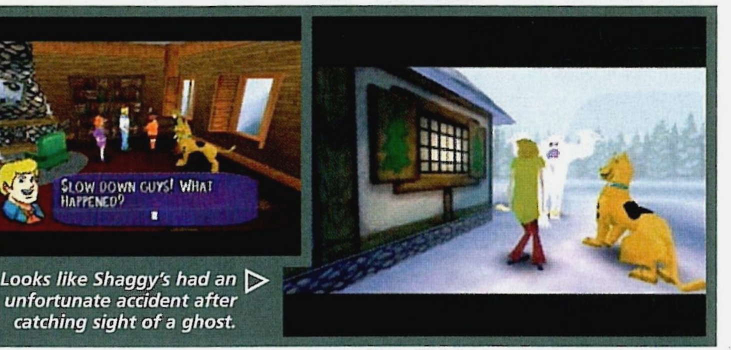
WHEN'S IT OUT?

US	UK	Japan
Autumn	TBA	TBA

ANTICIPATION RATING: 3/5



△ Shaggy's wild expression shows he's perfectly calm. Not for long, though.



Fred's about to suggest that he, Daphne and Velma go off exploring together. What a sly old fox. ▷

Looks like Shaggy's had an unfortunate accident after catching sight of a ghost. ▷

Q & A

So this is *Resi*, Hanna Barbera-style?
Pretty much. After arriving at each location, Fred decides that everyone should split up, and you, as Shaggy, set off to solve puzzles and soil your trousers in various scary set-pieces.



And that's it?
There seems to be an awful lot of running away from monsters, with Scooby tagging along behind. But plenty of fun's promised – including a sandwich-stacking sub-game.

Looks?
Not at all bad. The inside of the Egyptian temple – where the comedy duo are pursued by mummies – is particularly detailed.

Mysterious Dungeon 2

Get lost with a dungeon master.

First revealed at August's Spaceworld show, ***Mysterious Dungeon: Shiren the Wanderer 2* is the kind of takey-turney adventure that they just don't make anymore – which is why a UK release would be more than welcome.**

You take on the role of ten-year-old Shiren, who fills his days wandering around complex, multi-level dungeons, slaying monsters and collecting goodies. In fact, *Mysterious Dungeon* works a bit like a turn-based version of *Zelda* – you scamper around until a skeleton or ogre draws near, use a sword, club or one of Shiren's many special effects-fuelled magic attacks to lop off its head, then continue on your hunt for the maze's exit.

It's fairly basic stuff, and if you're familiar with the SNES original, you won't notice much change save for the fancy hi-res interiors and exteriors, and 3D backgrounds that stretch off into the distance à la *Kirby 64*. Nintendo can't confirm or deny a UK release – but we'll have a full import review in **N64**/51.





INFO BURST

MYSTERIOUS DUNGEON 2	
FROM:	Nintendo
CART SIZE:	128Mbit
HOW MANY PLAYERS:	1
CONTROLLER PAK:	No
EXPANSION PAK:	No
RUMBLE PAK:	Yes
TRANSFER PAK:	No

WHEN'S IT OUT?

US	UK	Japan
Now	TBA	TBA

ANTICIPATION RATING: 3/5



◁ Beware the parasol-carrying monsters.

One of the game's nastier enemies. Bash its head. ▷

△ This is the 'defending the castle' section – that giant sword should come in very handy.

Q & A

What's the plot?
Bizarrely, Shinen's on a quest to find the bits and pieces he needs to build an entire castle. Once that's done, the maze-running in Mysterious Dungeon is replaced by a sub-game where you defend the fortress from demons.

Turn-based play, eh?
It doesn't actually seem turn-based, as there's no waiting for the enemy to think – once you've taken a step, the CPU moves almost instantaneously. You'll only be reminded that Mysterious Dungeon isn't in 'real-time' when you stop moving and see the assorted gribblies playing statues.

Pleasant visuals?
At first, screenfuls of dull, brown, right-angled underground dungeons. But once Shinen breaks through to the outside, the game's transformed, with gorgeous bamboo-decorated villages, rickety wooden bridges and bubbling swamps.



Aidyn's human-like fairies don't half give us the creeps.

Even the detail in Zelda didn't stretch as far as mushrooms.

Run. Run away as fast as you can and don't look back. And hope it doesn't fly too fast.

Even without the Expansion Pak, Aidyn's visuals are staggering.

Good-looking chap, isn't he? A pop career is just around the corner.

Spells will get you out of many a tight spot. Wall of Bones looks a painful one.

Aidyn Chronicles

H20's RPG goes AWOL.

What is it about N64 RPGs? *Earthbound 64* was in vitro for years before being cancelled, *The Legend of Zelda: Ocarina of Time* took four years to arrive, and now *Aidyn Chronicles* is suffering delay upon delay. The latest release date is a non-committal 'TBA 2001'. Brilliant.

But it's easy to see the results of the vatfuls of elbow grease that have gone into the game. Developers H20 – the folk responsible for *The New Tetris* – have created a world of dank, sprawling forests, beaches with soothing cloud-dotted skies that stretch far into the distance, and enormous cliffside castles whose windows glisten in the sunlight. Alaron, the beefy chap wandering the landscape in these screenshots, can travel for *miles* – just like *Zelda*, if you see something in the distance, you can actually run over and *explore* it.

Friendly and not-so-friendly characters fill each enormous landscape – and with days and nights passing in *Aidyn* just as in real-life, who you meet depends on whether the sun or the moon is hanging in the sky. Interestingly, if you bump into the right people, they'll join your quest – and recruiting a useful mix of characters is essential. There's no use filling your team with wizards if you're planning on exploring an area bustling with musclebound six-foot ogres.

Aidyn's a much deeper RPG than the N64's used to – there are 13 playable characters to choose from, all entwined in a spider's-web plot of love, rivalry, intrigue and death. Sounds good, no? We'll have much more on *Aidyn Chronicles* in the very next issue.



Be careful who you talk to – many folk are more interested in killing you than having a chat.

The temple cut-scenes in H2O's The New Tetris were good practice for these stunning visuals.

Q & A

Could this really beat *The Legend of Zelda*?
It's not really trying. Aidyn is more of a traditional RPG than Miyamoto's offspring, and is set in a far scarier fantasy world populated with freakish lion-eagle hybrids and club-wielding ogres.

It's got fairies, though?
Yep, and, thanks to a miniature person attached to the requisite four wings, they're disturbingly 'realistic' compared to Navi, Tatl and the other flying lamps that populate Link's world.

And plenty of combat?
More deliberately-paced than Zelda's frantic swordplay, with reams of powerful spells on offer to deal with the squads of evil-hearted enemies that throw down the gauntlet. It's turn-based, too.



Sounds dull.
You're given space to move around a little during battle, so Aidyn should be a whole lot more exciting than the similarly takey-turney Holy Magic Century. *In fact, Aidyn looks like being the N64's very own* Final Fantasy.



INFO BURST

AIDYN CHRONICLES

FROM:	Nintendo
CART SIZE:	128Mbit
HOW MANY PLAYERS:	1
CONTROLLER PAK:	Yes
EXPANSION PAK:	No
RUMBLE PAK:	Yes
TRANSFER PAK:	No

WHEN'S IT OUT?

US	UK	Japan
TBA	TBA	TBA

ANTICIPATION RATING





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THE GATEWAY TO GAMES







For an overweight plumber Mario makes a surprisingly good athlete. It might feature giant monkeys and gyrating courts but this still plays a surprisingly realistic game of tennis. Featuring all the regular Mario characters, including new bad guy Waluigi, there are enough options and extras here to fill a space cruiser. There're six different game modes, including a four-player game and a full tournament mode, as well as five different playing surfaces and loads of different playing shorts. Imagine Mario Kart crossed with a normal tennis game and you're some way to imaging just how much fun Mario Tennis really is.

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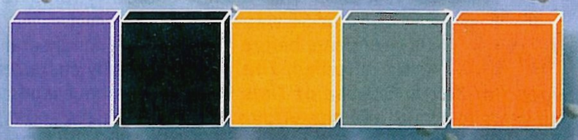
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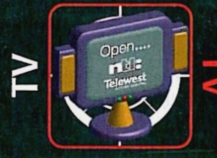
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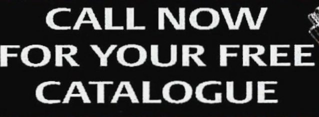
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GAME Top 10 Official UK N64 chart

Tips for Top Ten on p80

Pos	Game	Publisher	Released	Movement	N64 review
1	Legend of Zelda Majora's Mask (NEW!)	Nintendo	Released 11/00	Non-mover	Issue 49 96%
2	WWF No Mercy (NEW!)	THQ	Released 12/00	New entry	Issue 49 92%
3	The World is Not Enough (NEW!)	EA	Released 12/00	New entry	Issue 49 88%
4	Pokémon Snap	Nintendo	Released 09/00	Last month's chart position – 3	Issue 45 80%
5	Pokémon Stadium	Nintendo	Released 04/00	Last month's chart position – 6	Issue 41 90%
6	Donald Duck: Quack Attack (NEW!)	Ubi Soft	Released 12/00	New entry	Issue 49 69%
7	Mario Tennis	Nintendo	Released 11/00	Last month's chart position – 2	Issue 47 91%
8	Mario Party 2	Nintendo	Released 10/00	Last month's chart position – 4	Issue 42 87%
9	Perfect Dark	Rare/Nintendo	Released 06/00	Last month's chart position – 5	Issue 42 96%
10	Legend of Zelda Ocarina of Time	Nintendo	Released 12/98	Re-entry	Issue 24 98%

Top 5 Import chart

Source: CA Games (0141 334 3901)

Pos	Game	Publisher • Genre	N64 review
1	Zelda: Majora's Mask	Nintendo • RPG	Issue 49 • 96%
2	The World is Not Enough	EA • ACT	Issue 49 • 88%
3	Harvest Moon 64	Natsume • RPG	Issue 39 • 90%
4	Ogre Battle 64	Konami • STG	Issue 50 • 87%
5	Mario Tennis	Nintendo • SPT	Issue 47 • 91%

N64 5 Most played / 5 Most wanted

Pos	N64 5 Most played	N64 5 Most wanted
1	Zelda Majora's Mask – Nintendo – ACT/RPG – Issue 49 • 96%	Sin & Punishment – Nintendo – ACT – JPN: Now, UK: TBA
2	Mario Tennis – Nintendo – SPT – Issue 47 • 91%	Banjo-Tooie – Rare – ACT – US: Now, UK: April
3	Perfect Dark – Rare/Nintendo – ACT – Issue 42 • 96%	Mario Party 3 – Nintendo – ETC – JPN: Now, UK: TBA
4	The World is Not Enough – Eurocom/EA – ACT – Issue 49 • 88%	Dinosaur Planet – Rare – ACT – UK: TBA, US: TBA
5	Mickey's Speedway – Rare/Nintendo – RAC – Issue 50 • 80%	Conker's BFD – Rare – ACT – US: March, UK: TBA

Readers 5 Most played / 5 Most wanted

Pos	Readers 5 Most played	Readers 5 Most wanted
1	Mario Tennis – Nintendo – SPT – Issue 47 • 91%	Banjo-Tooie – Rare – ACT – US: Now, UK: April
2	GoldenEye – Rare/Nintendo – ACT – Issue 9 • 94%	Conker's BFD – Rare – ACT – US: March, UK: TBA
3	Perfect Dark – Rare/Nintendo – ACT – Issue 42 • 96%	Dinosaur Planet – Rare – ACT – UK: TBA, US: TBA
4	Pokémon Stadium – Nintendo – FGT – Issue 41 • 90%	Paper Mario – Nintendo – RPG – JPN: Now, UK: TBA
5	Mario Party 2 – Nintendo – ETC – Issue 42 • 87%	Eternal Darkness – Nintendo – ACT – UK: TBA, US: TBA

ULTRA RELEASE LIST

The latest information on every N64 and confirmed Gamecube title currently in development world-wide – updated monthly.

Easy-to-spot UK release dates – just look for the titles in a dark blue bar!

Game name	Publisher	Type	Country
• Nintendo 64			
December			
Carnivalé	Vatical	ACT	US
Donald Duck: Quack Attack	Ubi Soft	ACT	UK
F1 Racing Championship	Ubi Soft	RAC	UK
Midway's Greatest Arcade Hits	Midway	ACT	US
Super Bowling	Tommo	SPT	US
January 2001			
Aidyn Chronicles: The First Mage	THQ	RPG	US/UK
Mega Man 64	Capcom	ACT	US
Sea-Doo Hydrocross 2001	Vatical	RAC	US
VR Powerboat	Vatical	RAC	US
February 2001			
Paper Mario	Nintendo	ETC	US
March 2001			
Pokémon Puzzle League	Nintendo	ETC	UK
Conker's Bad Fur Day	Rare	ACT	US
Pokémon Stadium Gold/Silver	Nintendo	ETC	US
April 2001			
Banjo-Tooie	Rare	ACT	UK
Rugrats In Paris	THQ	ETC	UK
2001/TBA			
AirBoardin' USA	Agetec	ACT	US
All-Star Baseball 2001	Acclaim	SPT	UK
Animal Forest	Nintendo	ETC	JPN
Animal Leader	Nintendo	ACT	JPN
Army Men: Air Attack	3DO	ACT	UK
Army Men: Sarge's Heroes 2	3DO	ACT	UK
Bomberman: The Second Attack	Hudson	ACT	UK
California Speed	Midway	RAC	UK
Carnivalé	Vatical	ACT	UK
Catroots	Nintendo	ACT	UK
Conker's Bad Fur Day	Nintendo	ACT	UK
Cruis'n Exotica	Midway	ACT	US
Custom Robo	Nintendo	ACT	US/UK
Custom Robo 2	Nintendo	ACT	US/UK
Die Hard 64	Fox	ACT	US/UK
Dinosaur Planet	Rare	ACT	US/UK
Disney Dance Revolution	Nintendo	ACT	US/UK
Doraemon 3	Epoch	ACT	US/UK
Echo Delta	Nintendo	ACT	ALL
Eternal Darkness	Nintendo	ACT	US/UK
Excitebike 64	Nintendo	RAC	UK
Fighter Destiny 2	Nintendo	FGT	UK
Frogger 2	Hasbro	ACT	US/UK
Glover 2	Hasbro	ACT	US/UK
Hey you, Pikachu	Nintendo	ETC	UK
Indiana Jones and the Infernal Machine	LucasArts	ACT	UK
Indy League Racing	GT	RAC	US/UK
Indy Racing 2K	Paradigm	RAC	UK
Jeff Gordon Racing	ASC Games	RAC	US
Kasparov Chess	Titus	SPT	US/UK
Kirby 64	Nintendo	ACT	UK
M&M Adventure	TBA	ACT	ALL
Madden NFL 2001	EA	SPT	US
Magic Flute	Sunsoft	ACT	JPN
Major League Soccer	Konami	SPT	US/UK
Mario Party 3	Nintendo	TAB	US/UK
Mega Man 64	Capcom	ACT	UK
Midway's Greatest Arcade Hits	Midway	ETC	UK
Mission: Impossible 2	Infogrames	ACT	UK
Ms. Pac-Man Maze Madness	Namco	ACT	UK
Mysterious Dungeon	Chunsoft	RPG	US/UK
NBA Showtime 2000	Midway	SPT	US
NFL Blitz 2000	Midway	SPT	UK
Ogre Battle 64	Nintendo	STG	UK
Paper Mario	Nintendo	RPG	UK
Pokémon Stadium Gold/Silver	Nintendo	FGT	UK
Rally Challenge 2000	SouthPeak	RAC	UK
Roswell Conspiracies	Redstorm	ACT	US/UK
Scooby Doo Classic Creep Capers	THQ	ACT	UK
Sea-Doo Hydrocross 2001	Vatical	RAC	UK
Shadowgate	Kemco	RPG	UK
Sin and Punishment	Nintendo	ACT	US/UK
Smurfs 64	Infogrames	ACT	UK
Spider-Man	Activision	ACT	UK
Starcraft 64	Nintendo	STG	UK
Star Wars: Battle for Naboo	LucasArts	ACT	UK
Star Wars: Demolition	LucasArts	RAC	US/UK
Ultimate War	Seta	STG	JPN
Viewpoint 2064	Sammy	ACT	US
VR Powerboat	Vatical	RAC	UK
WCW Backstage Assault	EA	SPT	UK
• Gamecube			
Austin Powers*	Rockstar	ACT	US/UK
Batman*	Ubi Soft	ACT	US/UK
Castlevania*	Konami	ACT	US/UK
Creatures	Swing!	ECT	US/UK
Disney 3D Adventure*	Rare	ACT	ALL
Donald Duck*	Ubi Soft	ACT	US/UK
First-person shooter*	Saffire	ACT	US/UK
Inspector Gadget	Ubi Soft	ACT	US/UK
ISS Dolphin*	Konami	SPT	US/UK
Jacques Villeneuve Racing Game*	Ubi Soft	RAC	US/UK
Jurassic Park III	Universal	ACT	US/UK
Killer Instinct 3	Rare	ACT	US/UK
Luigi's Mansion	Nintendo	ACT	ALL
Lylat Wars 2*	Nintendo	ACT	ALL
Mario*	Nintendo	ACT	ALL
Mario Kart*	Nintendo	RAC	ALL
Metroid 4*	Nintendo	ACT	ALL
Mickey's Big Adventure	Rare	ACT	US/UK
Music*	Codemasters	ETC	US/UK
NBA Courtside	Nintendo	SPT	ALL
Perfect Dark 2*	Rare	ACT	ALL
Picassio	Promethean	ACT	ALL
Pokémon X	Nintendo	ETC	ALL
Resident Evil: 0	Capcom	ACT	ALL
RIQA	Nintendo	ACT	ALL
Robocop*	Titus	ACT	US/UK
Saffire	Saffire	ACT	US/UK
Shadowman 2	Acclaim	ACT	US/UK
Skyfall Midwinter Year Zero	Blade	ACT	ALL
Star Wars: Rogue Squadron 2	LucasArts	ACT	US/UK
Star Wars RPG*	LucasArts	RPG	ALL
The Land Before Time	Universal	ACT	US/UK
The Road to El Dorado	Ubi Soft	ACT	US/UK
Thornado	Factor 5	ACT	US/UK
Title Defense	Climax	FGT	US/UK
Too Human	Nintendo	ACT	ALL
Top Gear Rally*	Boss Games	RAC	US/UK
Tour de France*	Konami	RAC	US/UK
Turok*	Acclaim	ACT	US/UK
V.I.P.	Ubi Soft	ACT	US/UK
Wave Race 2	Nintendo	RAC	ALL
Zelda*	Nintendo	RPG	ALL

*working title only

KEY

ACT	ACTION	RPG	ROLE PLAYING GAME
FGT	FIGHTING GAME	SPT	SPORT
STG	STRATEGY	TAB	BOARD GAME
SHT	SHOOT-'EM-UP	SIM	SIMULATION
RAC	RACING	ETC	MISCELLANEOUS

cut and send

VOTE!

There's only one way we can keep track of your gaming needs, and that's if you tell us! Just fill out the form and send it in! Yes!

And as if you needed any more encouragement, each month we'll be putting all the Information Station voting slips into a big hat and awarding a spanking new N64 game to the first one drawn. Tell us which game you'd like on the voting slip.

LAST MONTH'S WINNER Joshua Harfield from Somerset wins a copy of San Francisco Rush 2049.



INFORMATION station

Top 5 vote 'n' draw

My five most played games are:	My five most wanted games are:

Name ....

Address ....

Postcode ....

Game wanted ....

WE ARE 50!

Join us as we celebrate 50 fun-packed issues of N64!

We racked our brains deciding what to include in issue 50's special birthday feature, but then it dawned on us that the easiest thing would be to get other people to do it for us...

So, here we present the history of **N64**, through the eyes of the people who created it. Oh, and have a go at answering the question on each page – there's some top prizes up for grabs.

By Andrea Ball



ISSUE 1-8

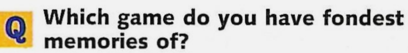
The first issue of **N64** arrived in the shops way back in April 1997. There were only four staff members, headed up by Jonathan Davies – previously top dog on PC Gamer and former Super Play hero. He stumbled across James Ashton loitering around the Sega Power office, half-inched Tim Weaver and the immensely talented Wil Overton™ from GamesMaster and together, after much head-scratching and tea drinking they created issue 1.

Jonathan Davies (Issues 1 – 12)



Q What are you up to now, then?
At the moment I'm racking my brains trying to decide which game I've got fondest memories of, having already sneaked a peek at question three. But earlier I went and got a hair cut, and bought some satsumas.

Q We know they were all pretty good, but which issue of N64 was your *very* favourite?
Hmm. Since **N64** *always seems to get better with every issue, the latest one is generally my favourite. But if I absolutely had to pick one, because if I didn't you'd pull my hair, or something, it would be issue 28. It's the one where Sean Russell from Fareham spots that the kid in the Daily Mail playing GoldenEye has got the Magnum cheat on, and it's got Martin's review of Harvest Moon 2.*

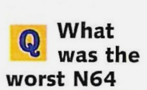


Q Which game do you have fondest memories of?
Oh, I still can't decide. My favourite N64 game is obviously GoldenEye, but I never used to play it much in the office because James always beat me. Mario Kart 64, on the other hand, I was invincible at, and still am. So Mario Kart, then. Definitely. Or possibly Snowboard Kids.



△ *Martin's Harvest Moon 2 review. One of JD's very favourites.*

△ *MK Mythologies: "This could only be less enjoyable if it squirted sulphuric acid into your face."*



Q What was the worst N64 game you had the misfortune to review?
Being the Editor I made sure the really terrible games went to Tim, or Jes. But they must have been on holiday when Mortal Kombat Mythologies arrived. Bah.

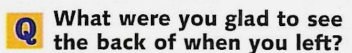
Q What was the best thing about working on N64?
I think it was when the post came. **N64** Magazine seems to get more letters than every other magazine put together, and they always make great reading. I used to love slitting them open with my sterling silver letter-opener and trying to cram as many as possible into Club **64**.



△ *That's not Wil, that's FuSoYa. And that's the truth.*

Q What was the funniest thing that ever happened?
The funniest bit was when Wil stuck all that cotton wool on his face and dressed up as FuSoYa. (Shh! – Ed) Ooh, er, I mean, no he didn't.

Q What – if anything – do you miss?
If anything? Everything! Honestly, there isn't a day that goes by that I don't press my nose against the window and wish I was back on **N64***. Please have me back. Go on, please.*



Q What were you glad to see the back of when you left?
Actually, that's a point. Andrea's big stick. And being hit by elastic bands that seemed to come from Wil's corner, although I could never prove it was him.

Happy Birthday N64!

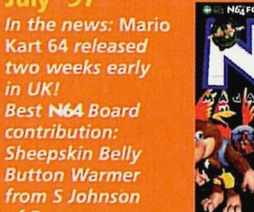
N64 MAGAZINE April '97 – Nov '97



May '97
In the news: Go Go! Troublemakers at Tokyo Game Show. Best 'Jonathanism': "Being surprised is always a good thing. Unless it's by an unusually large gas bill."



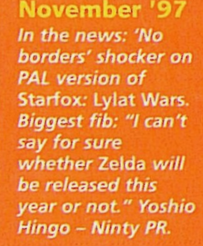
July '97
In the news: Mario Kart 64 released two weeks early in UK! Best **N64** *Board contribution: Sheepskin Belly Button Warmer from S Johnson of Essex.*



September '97
In the news: Namco announce first N64 game... Famista 64. (sigh) Most unusual new product: Sock Touch. A roll-on glue designed to hold up Japanese schoolgirls' socks!





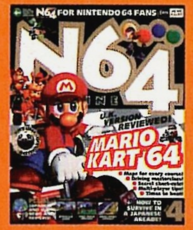


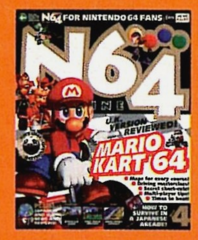
November '97
In the news: 'No borders' shocker on PAL version of Starfox: Lylat Wars. Biggest fib: "I can't say for sure whether Zelda will be released this year or not." Yoshio Hingo – Ninty PR.

April '97
In the news: 20,000 N64s sold on March 1st launch date. Best example of Issue 1 optimism: "We reckon Zelda 64 ought to be out in time for Christmas."



June '97
In the news: Nintendo slash price of N64 from £250 to £150! Biggest understatement: GoldenEye 007 is shaping up to be a thoroughly superb shooter.





August '97
In the news: Conker's Quest unveiled at E3 games show in LA. Most ambiguous promise for issue 6: "Some games reviewed! Flip knows where we'll get them from."



October '97
In the news: Ninty show little at ECTS. Most accurate prediction: GoldenEye will take the world by storm... its features will be copied by game designers everywhere.





GO! GO!

Name the six people we interviewed on March 1st who had reserved their N64s from Bath's Electronics Boutique.

Happy Birthday N64!

MARK'S ALL-TIME TOP 5 N64 GAMES!

1. Ocarina of Time
2. Super Mario 64
3. Majora's Mask
4. Lylat Wars
5. Wave Race

JUDS'S TOP 5 N64 COVERS

1. Issue 28 (Duke Nukem)
2. Issue 38 (Majora's Mask)
3. Issue 30 (Perfect Dark)
4. Issue 49 (Majora's Mask)
5. Issue 33 (Hybrid Heaven)



James Ashton (Issues 1 – 27)



Q What are you up to now, then?
I'm the Editor of the Official UK XBox Magazine. It launches in August 2001.

Q We know they were all pretty good, but which issue of N64 was your *very* favourite?
Number 27. It had some great stuff in it and it was the last issue I worked on, so it has a special place in my affections.

Q Which game do you have fondest memories of?
ISS 64 – when we were launching the mag, Tim and I used to play it for hours. Tim used to swear so loudly when he lost that other magazines sitting near us in the office complained. After a couple of months, though, Tim perfected his infamous 'milk round' technique and all the fun went out of it. Okay then, I stopped winning, which comes to the same thing.

ISS64. *Oh, the trouble it caused...*

Q What was the worst N64 game you had the misfortune to review?
*I avoided most of the dross, but Offroad Challenge (**N64**/19, 21%) was probably the worst game I ever had to play for any length of time. "As technically intricate as a short length of wood with a bent nail sticking out of it." I'll stand by that.*

Q What was the best thing about working on N64?
The magazine had a really great team spirit and I was lucky enough to work with some of the most committed and creative people I've ever come across.

Q What was the funniest thing that ever happened?
Andrea's 'Cossack' dancing at the 1998 Future Publishing summer party.

Q What – if anything – do you miss?
Tim's ever-inventive swearing conjunctions.

Oh, and everyone I worked with on the mag. Sniff.



Q What were you glad to see the back of when you left?
Nintendo's idiot secrecy policy and their detachment from the people who actually buy and play their games.

ISSUE 9-16



By issue 9, **N64**'s team had swollen to six – baby-faced Paul Jarrold was hauled in to help Wil cobble together the pages, and Andrea and her Stick™ were recruited to whip the whole sorry bunch into shape. Zy Nicholson and the slap-headed Jes Bickham were regular contributors. In April 1998 **N64** became the UK's best-selling, independent N64 mag.

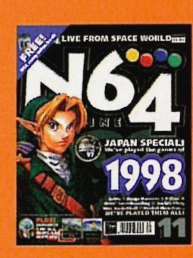


Offroad Challenge. *James didn't like this much. Actually, he hated it.*

Dec '97 – June '98



Christmas '97
In the news: Nintendo prepare for Spaceworld.
Best Bonus Letter: He doesn't say "So long me Bowser," and it isn't "So long-a Bowser." I think it's "So long King Bowser."



February '98
In the news: Pokémon cartoon triggers fits in over 600 Japanese children!
Best boxout: 'Sing a song of mixed sense'. Tim attempts to explain the Goemon song.



April '98
In the news: We become Britain's best-selling N64 magazine!
Best pun: Insecticide: life up the creek. Intro line for Buck Bumble Future Look.

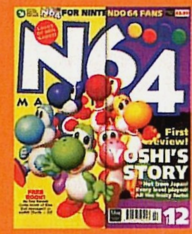


June '98
In the news: Nintendo announce GoldenEye sequel.
Joke taken a bit too far: "We were all out tending the meadow, hoping to find a few sprouts..." Fanzine Farm.

December '97
In the news: N64 price drops to £99.
Most useless Japanese phrase: "Honestly officer, I was merely trying to get a game cartridge which had lodged itself in her chestal area."



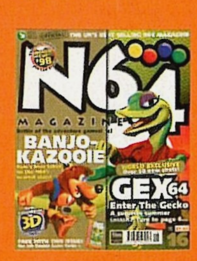
January '98
In the news: Nintendo reveal Pokémon will be central to the company's future...
Most useless info: Jonathan's kitchen gets invaded by tiny caterpillars.



March '98
In the news: Paul's plant sprouts another leaf.
Most unlikely claim: "Wil was born in the Essex badlands in 1913, and graduated with honours from the school of Hard Knocks..."



May '98
In the news: An October release date for Game Boy Color.
Longest running dispute: It is clearly "So long mate Bowser". Adam Coltman, Lightwater.



Wil Overton (Issues 1 – 41)



Q What are you up to now, then?
Trying to worm psychic schoolgirls in high-powered mech suits into as many Rare games as possible.

Q We know they were all pretty good, but which issue of N64 was your *very* favourite?
Probably issue 23 – Christmas '98 with the infamous cart rack free gift. A great issue all round, and after getting to go over to Germany to play Zelda, I thought we did a pretty good job with the first part of our review. But people still complained that we didn't give it a score. I only played it for a day! How could I score Zelda in a day?

Q Which game do you have fondest memories of?
It's got to be Zelda. We waited ages for that flippin' game, as it kept getting delayed again and again. Trying to create interesting and informative Future Look and RPG News previews from just a few new screenshots gave new meaning to the term 'creative writing'. Of course, when it did arrive, it was just as great as we had hoped. You can always trust Shigs.

△ *The N64 Cart Rack. Top gift, that.*

Q What was the worst N64 game you had the misfortune to review?
If you're trying to get me to say Wonder Project J2 way back in issue 1, I'll have to dissapoint you. What a great game that was. No, honest. Apart from that, I actually didn't have that much else to review. Best worst game in the office, though, had to be Superman. 'Solve my maze!' Lex said. We just collapsed into fits of laughter. What flippin' maze?

△ *Superman. More like Pooperman. "DO NOT, repeat, DO NOT buy this."*

Q What was the best thing about working on N64?
Knowing that everyone on the mag was really behind it. While other titles seemed to have a revolving door of staff, everyone on N64 *seemed to be there because they loved the console and thought they were producing something half decent. Oh, and getting to see all the new games first.*

Q What was the funniest thing?
Watching Tim draw Nazi symbols on the box of a vacumn cleaner Mark had just bought to clean his new flat with. The thought that he'd have to carry it home through town covered in swastikas and Hitler references had us in childish giggles for ages.

Q What do you miss?
Changing the words of MC Hammer's 'Hammer Time' to 'Savage Time' and singing it loudly behind Mark's back whenever he tried to interview Fred 'Wonder Years' Savage for issue 40, and mince pies at Christmas.

△ *Wil sulked for days when he had to have his picture taken.*

Q What were you glad to see the back of?
Having my photo taken for Team 64*.*

ISSUE 17-24

After Jonathan defected to the BBC, James took charge. A trip to HMV resulted in the appointment of Martin Kitts – James came back muttering something about "evil stares". The mag at this time was dominated by the seemingly endless wait for Shigsy to finish *Zelda* – some things never change. Jes joined the mag full-time just in time to write the *Zelda* review in issue 24.

PAUL'S TOP 5 N64 DRIVERS!
1. Mario Kart
2. Episode 1: Racer
3. Wipeout
4. World Driver
5. Roadsters

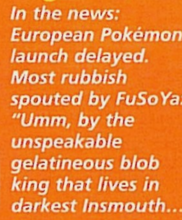
GERAINT'S TOP 5 N64 SHOOTERS!
1. Lylat Wars
2. Rogue Squadron
3. Turok 2
4. Jet Force Gemini
5. Forsaken



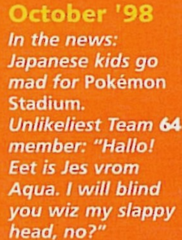
July '98 – Jan '99



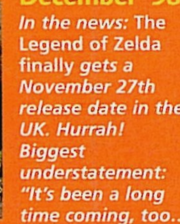
August '98
In the news: European Pokémon launch delayed. Most rubbish spouted by FuSoYa: "Umm, by the unspeakable gelatineous blob king that lives in darkest Insmouth..."



October '98
In the news: Japanese kids go mad for Pokémon Stadium. Unlikeliest Team 64 *member: "Hallo! Eet is Jes vrom Aqua. I will blind you wiz my slappy head, no?"*

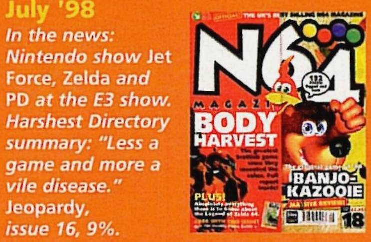


December '98
In the news: The Legend of Zelda finally gets a November 27th release date in the UK. Hurrah! Biggest understatement: "It's been a long time coming, too..."



January '99
In the news: Howard Lincoln reveals Zelda has 64DD 'hooks'. Most ingenious N64 *fridge magnet idea: "If this game was a big swearing psychopath, it would be in Tim's smelly old pullover."*

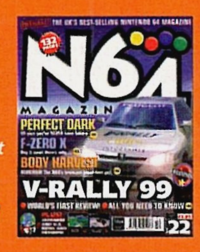
July '98
In the news: Nintendo show Jet Force, Zelda and PD at the E3 show. Harshest Directory summary: "Less a game and more a vile disease." Jeopardy, issue 16, 9%.



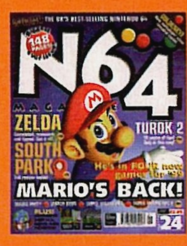
September '98
In the news: Release of the GoldenEye bundle with limited edition gold controller. Harshest verdict: "Makes you pray for a power cut." Off Road Challenge, 21%



November '98
In the news: Nintendo reveal details of new 4Mb Expansion Pak. Best news: "[Zelda] will arrive in the last week of November or the first week of December." Howard Lincoln, NOA.



Christmas '98
In the news: "So Zelda's slipped, then." Most contentious verdict: "We can't score it because we haven't finished it." The Legend of Zelda. Blame Wil.






Happy Birthday N64!

Tim Weaver (Issues 1 – 41)

Q What are you up to now, then?
I'm Editor of VideoGamer, a new multi-format games magazine. Kittsy's also 'working' on it. (The definition of working being, of course, 'doing absolutely nothing'.)

Q We know they were all pretty good, but which issue of N64 was your *very* favourite?
Tricky. I had a quick look back and particularly enjoyed issue 34, where Greener went in search of Rusty Vorpagel – the mother-obsessed FBI agent who used to track serial killers – and asked him to profile Shadowman's Five. Also, issue 28, where we killed James and bundled him into the back of his own Mini was enjoyable. Miserable sod.

Q Which game do you have fondest memories of?
GoldenEye. Reviewed it in issue nine, did the I-Spy free giveaway, and then proceeded to play it for the next two years non-stop. (Most enjoyable memory was Kittsy putting 'afters' into everyone once they'd snuffed it, handily reinforcing his reputation as a Grade A psychopath.)

Q What was the worst N64 game you had the misfortune to review?
Carmageddon 64. A steaming dog turd of the very whiffiest variety.

Q What was the best thing about working on N64?
Ooooh, there were stacks of things: Andrea's tea/greasy tan, Jes's 10.30am appointment with the toilet bowl, Jes's 11.30am telephone appointment with the sandwich man, Greener exploding into a fit of rage at nothing in particular (and worshipping the ugly one out of S Club 7 to the point where it was genuinely quite frightening). It was a lovely place to work because everyone felt safe in the knowledge that, if they underperformed, I would swear at them loudly for around an hour. Ah, happy days.



△ James doing a remarkably convincing impression of being dead. Scary.

△ Lost for words here. Sorry.

Q What was the funniest thing that ever happened?
James kicking the N64 television desk so hard after I tanked him again on ISS 64 that the drawers split in half and fell out. He really did set a good example as Editor. Oh, and Paul's classic Roy Scheider joke. Can't quite remember the punchline (because it was so utterly woeful), but the reaction was one of total silence. A classic, if uncomfortable, moment.

ISSUE 25-32

Lured by the promise of endless dull strategy games and a pile of tedious flight sims, James defected to PC Gamer after finishing issue 27. Fool. Tim swore for joy, leapt into James' still-warm chair and set about implementing his own unique management style...

Q What – if anything – do you miss?
All of question five. Plus, Jud/Justin/Satan piping up with a Larry Grayson-style "oooooh" every time anyone lost their temper. (So, every few seconds once Greener had joined the team.)

Q What were you glad to see the back of when you left?
Genuinely, very little. **N64** *Magazine was magnificent value for money. (It wasn't until I left that I realised, for the past three years, I'd had a pretend job that didn't actually involve that much work and, instead, a lot of playing GoldenEye, smelling Andrea's vomit-inducing soup and listening to Kittsy's unique views on homeless people. Wonderful.)*

Feb '99 – Sept '99



March '99
In the news: Two-year-old Samuel plays GoldenEye for 10 hours a day. Or so says the Daily Mail. Most unusual title: Get A Love: Panda Love Unit – the N64's first love sim.



May '99
In the news: Shigsy confirms work on new Metroid game is well underway. Most ridiculous feature: The 20 most jaw-dropping gaming moments. Check out those photos... fools!

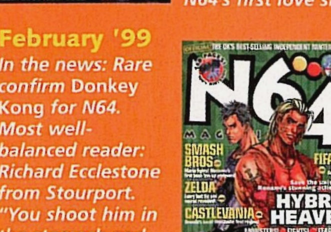


July '99
In the news: Ninty unveil Dolphin. Best verdict: "You'll be enjoying this as much as seeing Charlie's bum crack peeping over his waistband." Charlie's Blast Territory, 52%.

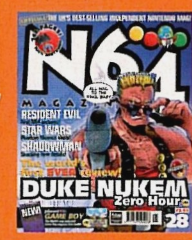


September '99
In the news: Dolphin will use IBM's Gekko processor. Most illiterate reader: Crying Man, Blewbury: "I expect and apology for helping my fail my A-Levels." Umm, yes.

February '99
In the news: Rare confirm Donkey Kong for N64. Most well-balanced reader: Richard Ecclestone from Stourport. "You shoot him in the stomach and see his breakfast."



April '99
*In the news: **N64** is best-selling independent N64 and GB mag. Again! Most unlikely game idea: Turok 2: Weeds of Evil, starring Charlie Dimmock as a drill-wielding enemy.*



June '99
In the news: Nintendo announce release of £30 Players' Choice range. Best advice from Kittsy: "If you smell it coming, run like hell." Rampage 2 Universal Tour, 22%



August '99
In the news: Ninty announce Zelda for 64DD. Tim at his best: "An utterly hopeless, consistently appalling leper of a 'game'. Bordering on the illegal." Superman, 14%



In the 1999 Reader Awards, which game won Gold for 'Most Original Concept'?



Jes Bickham (Issues 7 – 41)

Q What are you up to now, then?
Well, I'm currently the Editor of the Nintendo Channel on Future's website, www.dailyradar.co.uk. So I'm still involved with all things Nintendo – I got to interview Shigsy twice this year, once at Spaceworld, and then again at ECTS.

Q We know they were all pretty good, but which issue of N64 was your *very* favourite?
A tough one, that. But I'd have to say issue 24 (for the reason, see the answer to the next question). Otherwise, I'm pretty fond of issue 7 – the first time I wrote for the mag, which long-time readers may remember was two weeks late to the shops, but it was nothing to do with me, honest. Issue 32 – the Shadowman issue, and issue 36 – Christmas 1999, which had a ridiculous amount of reviews in it.

△ Clayfighter. *Like having red-hot needles shoved in your eyes.*

Q Which game do you have fondest memories of?
Zelda: Ocarina of Time. *I was the lucky swine that got to review it, way back in issue 24, and I had two weeks to simply play it and write the review. I also think that my massive 14-page review is the best thing I've ever written, which is perhaps a little depressing seeing as it was two years ago, but I'm pretty damn proud of it. I told Mark he had a lot to live up to with his Majora's Mask review…*

Jes' shiny bonce had remarkable adhesive qualities. ▷

Q What was the worst N64 game you had the misfortune to review?
Without a doubt, Clayfighter 33 1/3 (issue 9, 24%). It was so unremittingly awful that it gave me a headache. Jonathan Davies, then Editor, was quite concerned, bless him. But then, I didn't have to do Carmageddon, Superman or Blues Brothers 2000, so I figure I got off quite lightly.

Q What was the best thing about working on N64?
Well, quite apart from having a hand in creating what I think is the best videogames magazine I've ever read, I think probably the fact that I was part of such a great team of creative and friendly people. We had a real laugh – and when you're happy in your work, and with your colleagues, then it adds to the end product immeasurably. I think our sense of fun and enthusiasm really made the mag what it was. That and the fact that everyone really knew their stuff, as far as games are concerned.

Q What was the funniest thing that ever happened?
Oh, too many things, a lot of everyday stuff, some of it quite unprintable (including the time Tim defaced Mark's hoover box). Probably the '20 jaw-dropping gaming moments' feature in issue 28. Just look at the pictures in it. And, as part of that feature, we took the photo on the editor's intro page (it was James' last issue), where Tim stuffs James' body into his Mini. A most amusing day indeed…



Jud, Paul and Mark 'Greener' Green were all part of the happy clan by this time, and a team of nine meant tea-making now involved boiling the kettle *twice*! Latest sales figures showed that **N64** was now selling a humungous 82,867 copies a month. Phew.

Q What – if anything – do you miss?
Probably working on a day-to-day basis with the team – but they're all next door to me anyway, along with VideoGamer (where Tim and Martin now work) so it's not as if I don't see them every day (I often pop over at lunchtime for a spot of Perfect Dark or Smash Bros). So I'd say, specifically, Wil Overton. A stupidly talented man, and a lovely bloke to boot, he really deserves to have got a job at Rare. Can't wait to see what he's been working on…

Q What were you glad to see the back of?
Probably Tim's incessant swearing and insults – his infamous 'unique management style'. No – only joking, it was probably updating Skill Club and I'm the Best, which isn't the most interesting thing in the world. But Andrea usually did that, so nothing really. It was all lovely. (Sob.)



Expect to see lots more of Wil's artwork in Rare's new games. ▷

Happy Birthday N64!

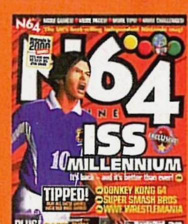
Oct '99 – April '00



November '99
In the news: Duke released. Finally. Most disturbing revelation: "I had to put him away for good when he tried to shoot my daughter." Russell Vorpagel, ex-FBI Agent.



Christmas '99
In the news: 64DD released in Japan. Tim on top form again: "Take it off the shelves, rip up the box and throw the cart repeatedly against the wall until it breaks." Carmageddon 64, 8%



February 2000
In the news: 'Pokémon' is fave 'word' on Internet search engines. Best example of Tim losing the plot: "Into the sea, tralala, into the sea of love, dodododo, oh deedeedada…" Fool.

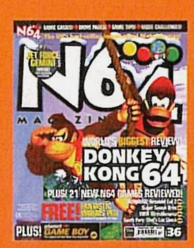


April 2000
In the news: Delay rumours for Game Boy Advance. Most imaginative compo entry: "My fingers go snap and my toes don't stop, It's time to rap to the DK rap…" DK64 competiton winner.

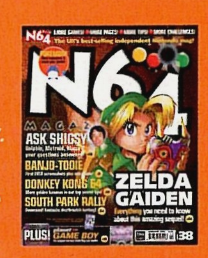
October '99
In the news: Shigsy reveals Mario launch game for Dolphin. Biggest understatement: "Make no mistake, this is more than just a game." GB Pokémon review.



December '99
In the news: Nintendo say they'll unveil Dolphin in August 2000. Most bizarre headline: "Adam Drake in court for mowing down 132 pedestrians."



January 2000
In the news: Peter Main of NOA lets slip that Killer Instinct 3 will 'eventually happen'. Most optimistic headline: "Dolphin for Xmas 2000." We crossed everything, but it didn't work…



March 2000
In the news: Conker in foul-mouthed revamp shocker! Best fictional mag: End 64's Alternative Wallpaper Monthly, with step-by-step guide to making wallpaper from eyelids.





Which two characters starred in Prehistoric Passions?



Martin Kitts (Issues 15 - 47)

Q What are you up to now, then?
Well I'm currently working with Tim on VideoGamer and doing as much freelance as possible for **N64**. *My new office is only just down the corridor, and if I look over my shoulder I can see Mark hiding behind a pile of Pokémon. Looks like he's calling one of those chat lines again.*



The Game Boy Camera is Martin's favourite toy.

Q What was the worst N64 game you had the misfortune to review?
I suppose Aero Gauge was the stinkiest, but there were others almost as nasty. Iggy's Reckin' Balls was a work of evil, and I'd be pleased to think I might have contributed to it selling a grand total of 40 copies. And then there was Penny Racers, Rampage, Rampage 2...

Q We know they were all pretty good, but which issue of N64 was your *very* favourite?
I liked them all, particularly issue 24 which had Jes's Zelda review and also issue 30 for the classic cover. In fact the only one I didn't really like was issue 21, when Andrea went on holiday and her stand-in turned my review of Glover into total gibberish. Nobody noticed at the time, but have a look back at that intro and see if you can make sense of it.

A prize to the reader who can make any sense of that Glover intro.

Q What was the best thing about working on N64?
Playing all the latest games for free, ages before they came out, then getting to write about them in the magazine I used to buy every month. Not bad!

Q Which game do you have fondest memories of?
Probably Silicon Valley because I went to Scotland to preview it and got to travel on a really nice plane with free beer and newspapers. It had propellers and everything.

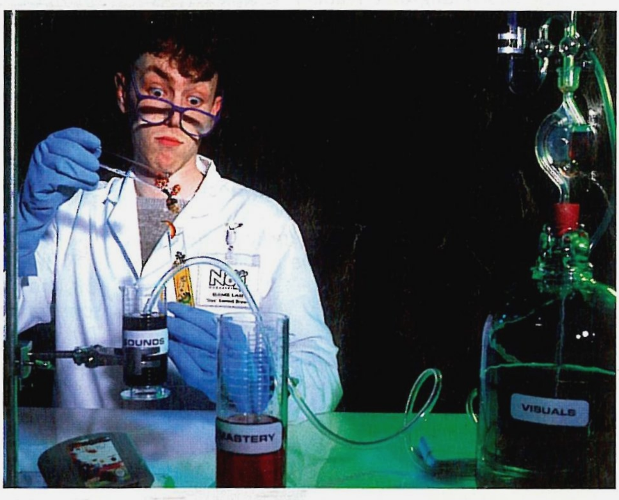
Q What was the funniest thing that ever happened?
There was one fantastic letter from a reader which began with the immortal line "One nit when I was sleppin' a grackler cam..." That became an office catchphrase for quite a while. Also, the time Mark got a Jar Jar Binks toy with a big sticky tongue and flicked it above his head, whereupon it got caught up in the ceiling fan and turned into a lethal projectile that narrowly missed decapitating Wil. How we laughed.

ISSUE 41-49

Wil was poached by Rare, Tim went to launch VideoGamer and Andrea – after years of quietly biding her time – was finally free to rule with her infamous Big Stick™.

Q What – if anything – do you miss?
The great atmosphere. **N64** *is a lovely place to work, and even though I'm not very far away, it isn't quite the same in the new office. On the plus side, I do get to hear Tim insulting everyone every morning.*

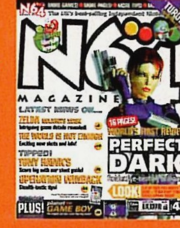
Q What were you glad to see the back of when you left?
The incessant salsa music from the horrible cafe outside the office. I'll never eat there.



The infamous Dr Kitts. Top physician to gamers all over the world. Oh, and a bit of a nutter to boot. Bless 'im.

May '00 – Christmas '00

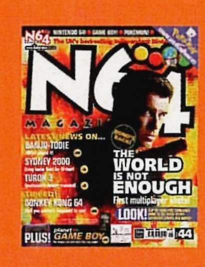
May 2000
In the news: US Dolphin launch delayed until early 2001. Yeah, right. Most unlikely caption: "Turok relaxes in his newly refurbished sun lounge." End 64



June 2000
In the news: Pokémon Stadium sells 36,000 copies in first three days on sale. Most interesting question: "Why doesn't Link's hair get wet after a dip in Lake Hylia?"



July 2000
In the news: Nintendo keep Dolphin and GBA under wraps at E3 games show. Best piece of advice: "Shove it in sideways and head for Hyrule Lake." Quite.



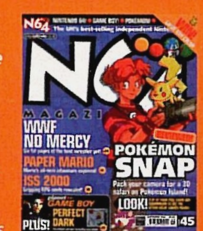
August 2000
In the news: Nintendo announce Pikachu Special Edition console. Most accurate observation: "Isn't Mark Green a little bit sad to enter into Skill Club?" David Brown, Leeds



Sept 2000
In the news: Pokémon to appear in stage musical! Nastiest game idea: "You're a thug at Euro 2000 and you have to clobber fans with German shirts on and give the riot police hell." Nice.



October 2000
In the news: Rumours suggest Ninty's next-gen console will be called Star Cube... Biggest fib: "I can tell you that Superman is really original and really cool to play..."



Nov 2000
In the news: Gamecube unveiled at Nintendo's Spaceworld show. Best question: "Could you tell me what you need to do to become someone like Shigsy...?"



Dec 2000
In the news: Nintendo confirm there'll be five Gamecube titles ready on launch day. Best song lyrics: "Hangin' with the plumbers, you'll be hooked on the brothers!"



 Who was wanted on 2,131 counts of murder and several jaywalking offences?



This is it. The big one. We've turned the **N64** office upside-down and gathered together a hulking great pile of over 200 prizes, from Game Boy games and N64 steering wheels to – bizarrely – models of Dwight Yorke. The real jewel in the collection, though, is a Limited-Edition *Majora's Mask* Adventure Set from the kind folk at Nintendo. It's packed with a copy of the game, a watch, a T-shirt, pin badges, and tons more – and there are only 1,000 of these sets in existence, so it's a staggering prize for our lucky winner.

HOW TO WIN

You might have noticed the questions sitting at the bottom of the last six pages. For your chance to win, scribble in the answers on the form below – you'll find the info you need in old issues of **N64** – then send the form off to:
N64 Magazine, 30 Monmouth St, Bath, BA1 2BW. Closing date is Monday 22nd January. From all the correctly-filled entries, the first out of the hat wins the *Majora's Mask* set. Then we'll pick a winner for every item until we run out of prizes. Good luck!

THE PRIZES

N64: Limited-Edition *Majora's Mask* Adventure Set • 5 *Majora's Mask* soundtracks • 10 controllers • 2 steering wheels • 6 rumble paks • 3 memory paks
Game Boy: 5 games • 4 light magnifiers • 3 link cables • sound booster • 3 AC adaptors • Rechargeable battery pack • Bone Light • 4 travel kits • 4 carry pouches • 6 carry cases • game case set
Pokémon: 20 Scratchees sets • 2 Squirtle figures • Monopoly set • Adventure set • 2 Sticker kits • Digital Watch • Walkie-talkie set • Battle game • Charmander radio • Pack of mini figurines • Finger skateboard • Bus • Bubbles • Self-adhesive frieze • 2001 calendar • Bag swinger • Talking Pikachu toy • Spinning Diglett • Candy • Flick cards • Lunch box • Collector's file • Pokémon Trading Card Set
Toys: 2 *DK64* action figures • 2 *DK64* cuddly toys • 2 Robot Wars figures • 3 Goooze toys • 2 Action Man lollipops • Dinosaur lollipop • 10 *South Park* fridge magnets • Dwight Yorke figure • 15 Trading Card Starter Sets • *WWF Smackdown* trading cards
Plus!: 20 **N64** Pocket Battle Card sets • 10 **N64** T-shirts • 10 Game Over books • 10 N64 controller keychains • 10 *DK64* cart boxes



cut out and send



Xmas 2000
In the news: PD comes out in Japan with a re-modelled Joanna and a new box. *Best piece of advice:* "Don't waste your money." Batman of the Future, *16%*

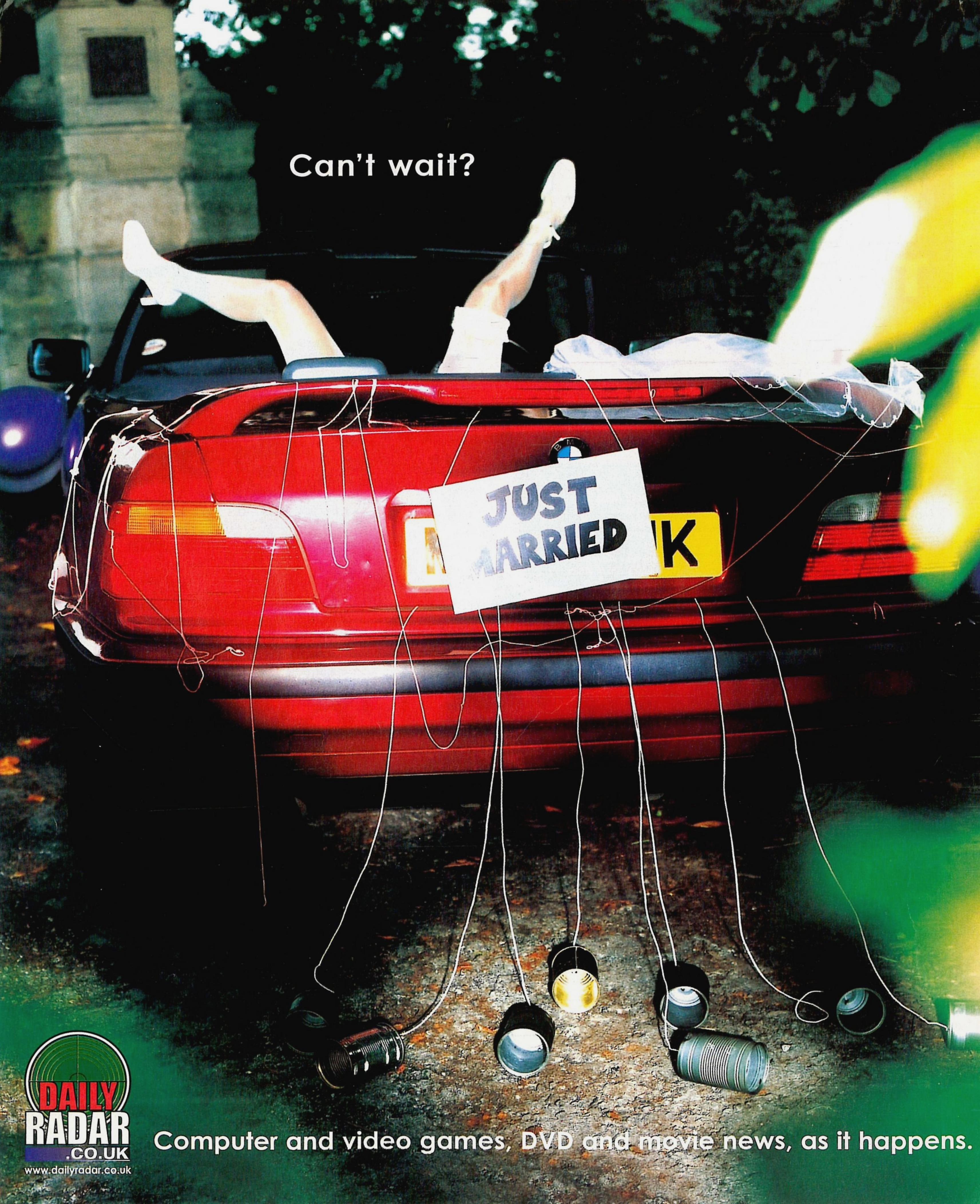
COMPO FORM

Ha! Bet you thought those questions were difficult, didn't you? Well, I know all the answers – and here they are...

Q1 (p27)..
Q2 (p28)..
Q3 (p29)..
Q4 (p30)..
Q5 (p31)..
Q6 (p32)..

If I win, wing the prize over to...

Name ....
Address ....
....
....
....
Postcode ....


Can't wait?
JUST MARRIED
DAILY RADAR .CO.UK
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Computer and video games, DVD and movie news, as it happens.

N64 presents **planet GAME BOY**

NEWS, REVIEWS AND TIPS FOR YOUR GAME BOY COLOR, POCKET, CAMERA AND PRINTER



REVIEWED THIS ISSUE!

KORO KORO KIRBY



page 41 — *Tilt and Tumble* finally rolls in, as Kirby returns to the GBC in the most original title *ever*!

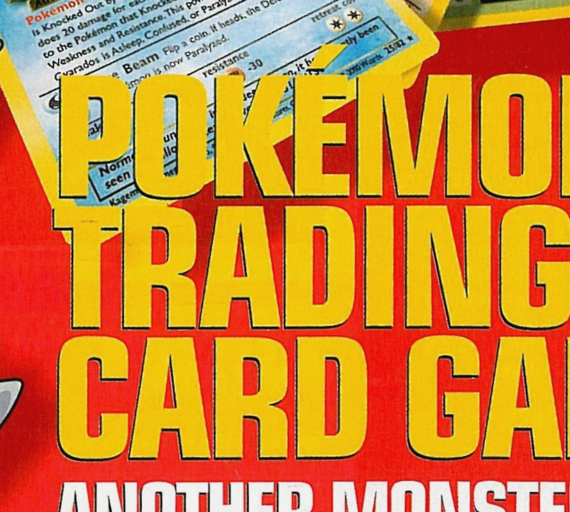
POP 'N' POP



page 39 — Another cute puzzler arrives on the GBC. Does it have what it takes to topple *Tetris*?







POKEMON TRADING CARD GAME

ANOTHER MONSTER HIT?



PLUS!

- Game Boy Gallery!
  Home away from home for the scary and deranged!
- Top tips for the latest GB titles!
  Every level code for Disney's finest platformers!



Welcome to Planet Game Boy

In the past, I've passed on wild rumours about Sega's possible involvement with Game Boy Advance. Right now, the prospect of seeing Sega Mega Drive and arcade games running on Nintendo hardware seems more likely than ever.

The latest rumblings from the troubled Sega camp in Japan suggest that in the future they'll be concentrating on software (which is what they do best) and moving away from their loss-making attempts to market consoles (think Mega CD, Game Gear, Nomad, 32X, Saturn, and arguably even the Dreamcast). In the short term, Sega are prepared to convert some of their old classics to all sorts of other machines, which is great news for anyone planning to treat themselves to a Game Boy Advance. *Sonic* I can live without, but a four-player *Streets of Rage* would be just incredible on GBA – as would *Powerdrift*, *Shining Force*, *Space Harrier* and loads of other titles. And with handheld versions in place, the door would be open for Gamecube updates. It may sound unlikely now, but in a couple of years' time…

Back in the real world, we've reviewed a couple of fantastic Game Boy Color titles this month. *Pokémon Trading* is a surprisingly deep card-battling game, and the astonishing *Koro Koro Kirby* is probably the most original thing I've ever seen or played on Ninty's handheld. Our 8-bit friend has plenty of life left in it yet.

Martin Kitts, Editor

planet GAME BOY

Planet Game Boy, **N64** Magazine, 30 Monmouth Street, Bath, BA1 2BW.
Issue 25, January 2001
Editor: Martin Kitts
Contributors: Andrea Ball, Geraint Evans, Simon Middleweek, Paul Edwards, Steve Jalim, Justin Webb, Alan Maddrell

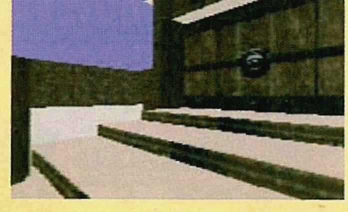
GBA

GBA DOOM EXPOSED

Rumours have been circulating for a while now about a possible Game Boy Advance version of the classic first-person shooter *Doom*. Could they possibly be true? Well, the answer is yes… And also no.

Doom is out there, running on a Game Boy Advance, but at the moment it's just a technical demo put together by prolific Game Boy coders Crawfish. The Croydon-based programming team brought a hideously expensive GBA development kit along to the **N64** office to show us what they had created – and highly impressive it was too.

The demo shows that GBA can handle complicated FPS-style levels with ease, the machine's shoulder buttons allowing you to move around in circles as quickly and intuitively as you can on the N64. It's surprisingly solid looking, and these screenshots don't really do justice to the graphics – on an actual GBA screen the demo looks much cleaner. With the game engine in place, Crawfish intend to produce a completely original FPS rather than just convert *Doom* to the new handheld.



Looks very solid. Game Boy Advance is going to be amazing.

We also got our hands on two other Crawfish demos – a Formula One racing game and a First World War biplane game. Although both are just early works in progress, coded in a matter of weeks to explore the GBA's potential, they feature graphics the like of which we've never seen on a handheld before. The F1 game showcases GBA's rotation and scaling capabilities, with the camera spinning around a pack of 3D cars, and an amazing parallax sky effect.

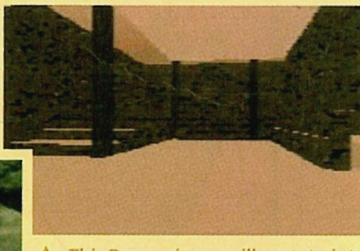
Since Crawfish estimate that writing a complete GBA title will take 6-12 months (twice as long as a normal GB game does), it seems certain that at least one of those demos will crop up as a UK launch title next July. The only thing that might slow things up is the shortage of the essential dev kits – even at seven grand a piece, they're selling as fast as Nintendo can make them.

This looks like the replay mode from a future racer.





The 3D camera is silky smooth during the demo.



This Doom demo will mutate into a different kind of FPS game.

Reminiscent of the old Amiga game Wings. Looks great too.

MINI XBOX ON THE WAY?

Forget the Panasonic and Gamepark handhelds we covered last month – the Panasonic is unlikely to be released and Gamepark's built-in GB emulator will invoke the wrath of Nintendo's lawyers. The *serious* competition for Game Boy Advance is going to come from Microsoft, with a handheld companion for their forthcoming XBox console.

Having seen how Nintendo plan to integrate GBA and Gamecube, Microsoft have decided that a similar approach will work for XBox. Since XBox is a PC-based games machine, the portable version is likely to be based on a stripped-down Pocket PC-style PDA device – extremely powerful but short on battery life. There's no word on when the new handheld will be launched or what it will look like, but the main XBox machine will hit the shops at the end of next year, competing with Gamecube for shelf space.



X marks the spot… Will GBA see off Microsoft's challenge?

GAME BOY ONLINE

With Game Boy Advance still a few months away and Nintendo's mobile phone adaptor delayed until next year, Datel have stolen a march on everybody and produced a pair of devices that integrate the Game Boy with Internet-compatible PCs and your home telephone line.

The Action Replay Online is a cheat cartridge which allows you to download the latest *Pokémon* hacks and the like from Datel's website, and feed them directly into your Game Boy. The World Port actually lets you send emails via your trusty handheld.

Getting the Online cart to work requires a PC. You just load up the software supplied and plug the Game Boy's link-up port into the back of the computer using the cable. The PC then connects to the Internet and updates the Action Replay without you having to do a thing. Perfect for devious gamers with a lazy streak.

The World Port plugs straight into the nearest phone socket, enabling any Game Boy to send and receive emails. There are no call charges but you do need to keep it topped up with £5 service vouchers from time to time – there's one included in the box.

Quite how successful they'll be is anybody's guess, since you don't really need the World Port if you've already got a PC, digital TV or mobile capable of sending emails, but it's certainly an interesting gadget to have sticking out of the back of your Game Boy. It'll set you back £25, while the Action Replay itself will have you cheating like nobody's business for just £20. We've got a World Port to give away this month, and from next issue we'll be awarding an Action Replay Online to the reader who sends us the very best Game Boy tip. Answers on a postcard for the World Port please…

How much do you think Game Boy Advance will cost in the UK?
a) £10.
b) Probably £70 to £100.
c) £2,500.

Send to:
Financial times compo,
N64 Magazine,
30 Monmouth Street,
Bath, BA1 2BW.
Closing date: Friday 26th January.



Game Boy not included.

TINY STUNT BIKES!

To celebrate the release of their *Supercross World Championship* game, Infogrames sent us a couple of remote control stunt bikes (£100 a piece), which we've had zooming around the office, terrorising unsuspecting shins. No wonder our mothers forbade us from owning real motorbikes – we're absolutely lethal with these things.

So they've got to go. One of them is a little bit scuffed, thanks to a combination of the postal system and a heavy collision with a pile of empty N64 boxes, but it works fine. We'll also put five copies of the game up for grabs to help would-be bikers learn some two-wheeled skills. If you think you can drive one of these toys more safely than we can, answer this simple question:

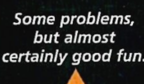
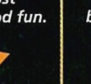
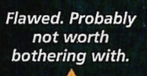
Why doesn't Mario ride a motorbike?
a) His stubby arms can't reach the handlebars.
b) The wind would whip his bushy 'tache into his eyes, thus rendering him blind.
c) Peach would kill him if he ever so much as stepped into a bike shop.
d) All of the above.

Feeling confident? Then send your answer on a postcard to:
Hell's Angel compo,
N64 Magazine,
30 Monmouth Street,
Bath, BA1 2BW.
Closing date for entries: Friday 26th January.



YOUR ULTIMATE BUYING GUIDE

Five Star Scoring


- 5 — A simply fantastic game, and an essential purchase.
- 4 — Well worth a look, this is an excellent title.
- 3 — Some problems, but almost certainly good fun.
- 2 — Flawed. Probably not worth bothering with.
- 1 — Utterly lamentable. Avoid like the plague.

Pokémon Trading

From: Nintendo **Price:** £29.99 **Save:** On-cart **Link-up:** Yes **Colour:** Yes **Out:** Now

DECK DEALING



With loads of Pika variations, you decide which is best to use.

Building a good deck means the random luck factor is greatly minimised.

One of the most important aspects of *TCG* is learning to manage your deck. You're only allowed a maximum of 60 cards, and they must include: Pokémon cards; the Energy cards needed to charge their attacks; and Trainer cards which have special uses like healing, or searching for specific cards.



Trainer cards can often turn a game – so make sure you use them tactically.

Energy cards are crucial. You need them to attack or retreat, so collect plenty.

With the deluge of new Pokémon products and games that have been released over the past few months, one GBC cart has kept a surprisingly low profile. Which is a shame, because as you'll soon discover, the *Trading Card Game* for the Game Boy is another excellent example of just how frighteningly addictive Pokémon games can be.

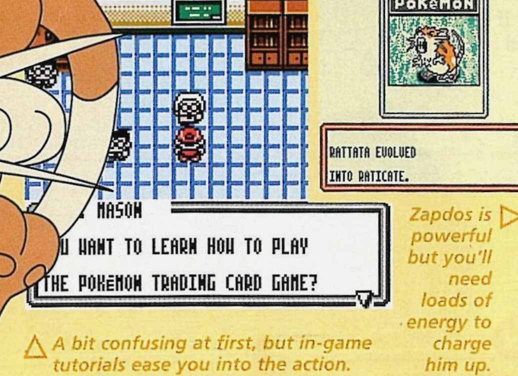
VERDICT

One of the finest in-depth strategy experiences ever. Not to be missed

While it's difficult to imagine anyone being a stranger to the hugely popular Trading Card Game, we suspect it would be even harder to find many people who, beyond the obvious collecting aspect, have any idea how to actually play it. Unsurprising really, considering that the rules can be rather complicated, especially for the younger *TCG* enthusiast. Thankfully, the Game Boy version soon makes the mechanics of the game a whole lot easier, with step-by-step tutorials and a handy library of books that teach you the finer points of this strategic monster.

TCG for the Game Boy is essentially the same as the cardboard version, but with an adventure wrapped around it. Your task is to successfully defeat the *TCG* masters in order to claim the Legendary Pokémon Cards as your own. So, rather than just battling normally against random opponents, *TCG* structures the whole playing experience into battles against various clubs, each specialising in one variation of Pokémon and Energy type, such as Grass or Fire. Once defeated, you earn new 'Booster Packs' with specialised and stronger Pokémon Cards to include in your improving deck. This approach makes learning the basics second nature while introducing you gradually to the extensive intricacies lying ahead.

Visually speaking, Pokémon *TCG* is not too different from its RPG-esque counterparts, and sees you navigating an island – albeit a much smaller one – in the same top-down



A bit confusing at first, but in-game tutorials ease you into the action.

Evolving can give you some savage attacks.

Reading helps you hone your TCG skills.



Zapdos is powerful but you'll need loads of energy to charge him up.



Card Game



Your rival – arrogant and ripe for a beating.



IT'S AN AUTO DECK MACHIN

The Auto Deck machine will customise specialised decks for you.

manner. The card battles are also presented in much the same way as the *Red* and *Blue* battles: your opponent's Pokémon takes the top part of the screen with the active Pokémon's statistics beside it. The attack animations, while not up to the same standard as those found in *Gold* and *Silver* are suitably varied and lend themselves well to each Pokémon type as they burn, scratch and freeze the opposing Pokémon card – something you certainly won't see with the cardboard creations.

The pure, unadulterated brilliance of *TCG* however, comes in the game itself. The thought that needs to be put into constructing your deck of 60 cards is awesome. Forward thinking is essential, as you tailor your decks for each battle in an attempt to create a balanced set of cards which caters for every situation. As time goes on you'll be configuring and reconfiguring your deck as you slowly collect better and more powerful cards as a result of defeating the masters from each club. The experience is utterly absorbing in every way, from the time spent lovingly crafting your killer deck, to the sweaty, heart-pounding strategic battles which follow as you put your monsters to the test.

For those of you who have reservations about Nintendo's cute creations, we urge you to put your doubts to one side. *Pokémon Trading Game* is one of the finest, in-depth strategy experiences ever. Not to be missed.

5

GO CLUBBING



No it's not a disco. It's the Lightning Club and there are some rock-hard specialised Pikas.



Beat the pupils in the club then fight the master for some great new cards.

Before you're allowed to tackle the *TCG* masters, you'll have to work your way through various clubs, defeating their masters to earn badges and extra, more powerful cards. This is an integral part of learning how to manage a deck and fight with it. By the time you've beaten all the clubs, you'll have a wealth of cards to choose from to create your ultimate deck.



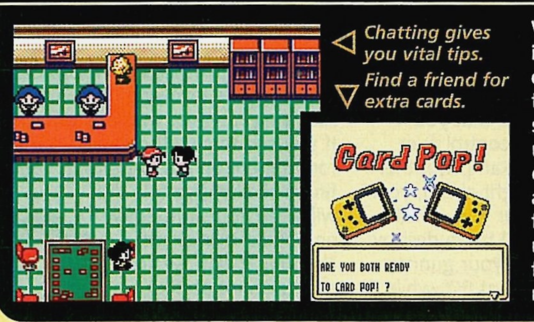
Battling in specific clubs will get you specialised cards.

PLATE OF LEGENDS
"THOSE IN SEARCH OF THE LEGENDARY
POKEMON CARDS...

To earn the right to fight the masters you've got to battle hard.

MULTIPLAYER MADNESS

Talk to these girls to initiate link-up battles.



Chatting gives you vital tips.

Find a friend for extra cards.

While the game itself is immensely absorbing, nothing can be more pleasing than testing out a new deck against someone else's creation and, as usual, the link-up option doesn't disappoint. As an added extra, though, there's also an excellent Card Pop feature using infra-red. Find a fellow *TCG* player and link up for a special extra card. This can only be done once per friend, though, which means you'll have to go out and find new *TCG* enthusiasts to 'pop' with.

CLERK
GREETINGS.
WELCOME TO THE BATTLE CENTER!

planet REVIEW

Pop 'n' Pop

From: Taito **Price:** £25 **Save:** None **Link-up:** Yes **Colour:** Only **Out:** Now

Oh no! Another Japanese, animé-styled world is in danger from an 'Evil King' who threatens to wipe out all the innocent cutesiness. How do we stop it? Guns? Savage kung-fu attacks, maybe? Well, no. We deflect the attack by matching brightly coloured balloons in chain-linking combos. Silly us.

Yup, you've guessed it, it's colourful puzzler time. We're treated to another *Bust-a-Move*-style bubble-a-thon as we desperately try to match three of a kind – or more – to deplete the ever-encroaching threat of an upturned balloon mountain. Not exactly the stuff of dreams, granted, but this isn't half bad.

As is usually the case with these kinds of games, blinding visuals and originality play second fiddle to good old-fashioned addictiveness. So, while *Pop 'n' Pop* certainly won't make you wet your pants with excitement, the action is tight and frantic enough to make this a competent match-em-up that's difficult to dislike. It's not pretending to be anything more than it is, and it does serve up some solid – if standard – puzzling.

Tetris it most certainly isn't, but if you're after a simple, time-consuming puzzler, and you've tried the abundance of titles already doing the rounds, you won't go too far wrong with this. Competent and challenging without being *too* average.

3



Choose from all kinds of grinning animé chumps to shoot yer balloons.

Three of a kind it is, then!

Boss sections are pretty tough as the speed is increased.

Rotate the balloons to make them fit more easily.

Best be helping Her Highness out then, eh?

It might look nasty, but it's still scared of air-filled rubber.



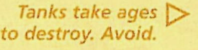
HUEY

QUICK AND AGILE THE HUEY CAN AVOID ENEMY FIRE WITH EASE. THE PERFECT COPTER FOR A NEW PILOT.



Conservation is out, it seems...

Unlock more choppers as you go.



Tanks take ages to destroy. Avoid.

Winch up supplies on the move.





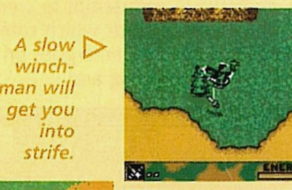
We were aiming for the building. Shoot the co-pilot...



Co-pilots have different specialities.

Army Men: Air Combat

A slow winch-man will get you into strife.



From: 3DO **Price:** £25 **Save:** Password **Link-up:** No **Colour:** Only **Out:** Now

If you enjoyed the excellent *Desert Strike* on the SNES all those years ago, then this recent instalment of 3DO's *Army Men* series will be right up your alley.

Army Men: Air Combat puts you in charge of a tasty green chopper and asks you to fly around isometric landscapes fulfiling mission objectives and wiping out the evil plastic scum that is the Tan Army. This is all very well and good, but the execution of the game itself is still a little lacking – most notably in the fact that you don't really have total control over what's going on. For example, rather than just shooting straight ahead, your chosen co-pilot aims for you, which means sometimes you'll try to destroy something only to find your gunner shooting something off at 90° while your target escapes – *very* frustrating.

Such niggles aside, *Air Combat* is actually quite involving, with a satisfying range of missions to tackle. If you can forgive the flawed controls for long enough to get into it, you'll find a challenging title that will keep you sufficiently engrossed to warrant checking it out. Again, a case of not perfect, but by no means bad.

3





One of the most original carts ever. Nicely Ninty!

Roll under the floors, flicking your GB up to get back up.

The movement is so realistic, you'd swear that there was a marble in your Game Boy.

Koro Koro Kirby

IMPORT

From: Nintendo **Price:** ¥4,500 **Save:** On-cart **Link-up:** No **Colour:** Only **Out:** Now (Japan)

Magic. That's the only way we can describe Nintendo's new Kirby offering. Once again The Big N have managed to outdo themselves by creating another stroke of handheld gaming genius.

Anyone out there remember that 'Labyrinth' game, where you had to roll a ball bearing around a wooden maze? *Koro Koro Kirby* runs on very much the same premise. But instead of guiding a ball around dull corridors, this cart requires you to roll Mr K himself around courses, bashing enemies, collecting stars, beating bosses and even flying around in a top-down shooter.

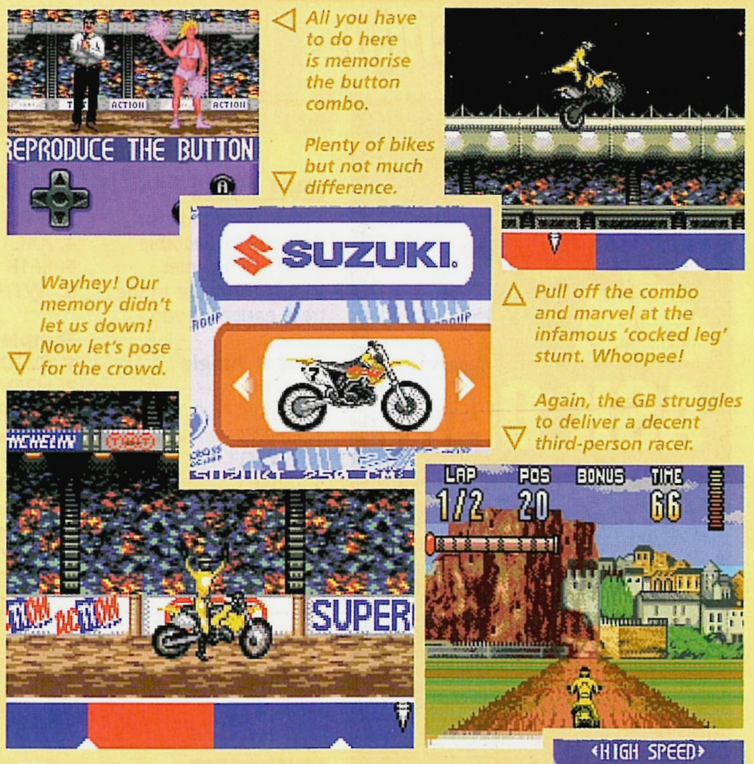
All of Kirby's movements are controlled by gently tipping the Game Boy in the direction you want him to go. The movement is so astoundingly accurate that you'd swear the pink puffer was rattling around inside your GBC. You can even help the Kirbster over obstacles by flicking up the Game Boy as if you were bouncing a ping-pong ball on a bat. Very impressive stuff, make no mistake.

Don't be fooled into thinking this is just a gimmick. It's an integral part of the gameplay, which is so refreshingly original and highly innovative that you just can't help but love every aspect of this incredibly entertaining title.

It's hard, but you'll love every minute.

Once again, Nintendo prove exactly why they're the best developers out there. This cart is absolutely *essential* in every way, especially for Kirby lovers – according to rumours, by the time *Koro Koro Kirby* arrives on British shores, the pink bubble and his friends may well have been replaced by Pokémon...





All you have to do here is memorise the button combo.

Plenty of bikes but not much difference.

Wayhey! Our memory didn't let us down! Now let's pose for the crowd.

Pull off the combo and marvel at the infamous 'cocked leg' stunt. Whoopee!

Again, the GB struggles to deliver a decent third-person racer.

There are plenty of tracks, but each is as samey as the next.

Supercross World Championship

From: Infogrames **Price:** £25 **Save:** On-cart **Link-up:** No **Colour:** Only **Out:** Now

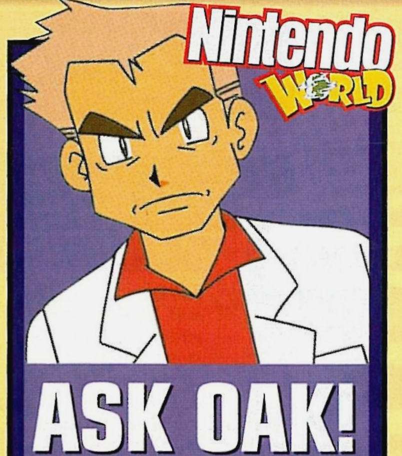
With the exception of *Top Gear Rally 2* (4 stars, PGB/18) third-person racers aren't really much cop on the small screen. If truth be known, it seems as though they just aren't suited to the GBC – and Infogrames' recent attempt just serves to reinforce this.

Despite the undoubted effort put into making *Supercross* work, it still falls on its face. The undulating track *is* something of an achievement, and at times you do get to crank up some serious speed, but these features do little to affect gameplay, and the whole exercise remains rather tiresome. There are a good number of tracks, but it's a case of 'seen one, seen 'em all'.

In its favour, *Supercross* does have a 'freestyle' section which can be challenging, but at heart this is simply a 'Simon Says'-style memory game which requires you to punch out button combos against the clock – certainly nothing to write home about, and definitely no reason to pick up a copy.

If you're a MotoX freak then this will probably entertain you for a while – it isn't *that* bad, after all. For everyone else out there, check out *Top Gear Rally 2* or the isometrically-viewed *TOCA* (4 stars, **PGB**/21) before even considering this.

3



"*Pokémon Gold* and *Silver* are the biggest brain-teasers at the mo. So, to help you out, here are this month's most common questions."

Ellie Hayes, Bognor: In *Gold* I've received the egg which hatched into Togepi, but no matter how much I use him in battle, he just doesn't evolve. Do I need some special item, or do I just need to keep battling away?
Prof. Oak: In order to evolve Togepi – and some other Pokémon too – you just have to keep him happy. Do not, under any circumstances, let Togepi faint, be poisoned or lose in battles. Never deposit him in a box, and make sure you use him for status attacks regularly. If you're doing that, take the fella to Goldenrod City and have him groomed, and go to Gary's house in Pallet Town and let his sister play with Togepi between 3-5pm. Dropping the monster off at Goldenrod City's 'Happiness Centre' should help, too. Basically, keep him cheery and safe, and he should eventually evolve.

Matt Shaw, Surrey: No matter where I go, I can't find Lugia anywhere. Is Lugia in *Silver*, and if so, how do I get him?
Prof. Oak: To catch Lugia, you'll need HM06 – the whirlpool remover. You'll get this after meeting Lance straight after you catch the Golden Gyrados to the north of the main island. Follow Lance, beat the Team Rocket trainers with him, and he'll reward you with the HM. Now complete the event at the Radio Tower to receive the all-important Silver Wing before heading back to the fifth gym. Surf south and use your HM06 to pass the whirlpools. Once you've reached the island beyond, head for the upper right-hand cave – Lugia awaits inside!

Write to: Ask Oak, N64 Magazine, 30 Monmouth Street, Bath, BA1 2BW.

Jungle Book



LEVEL CODES
These passwords for this very respectable Disney platformer should make life in the trees easier for you.

Sunset Jungle
1. MF0G
2. 0QQF
3. GHMX
4. WY2G
5. QP3P
6. XPKM

Rainbow Jungle
1. VJ35
2. XK7X
3. G4V7
4. KXC1
5. SF1B
6. JWTH

Temple Ruins
1. 0V2D
2. NZ5V
3. VPXN
4. TVD6
5. 1G5F
6. *QNX

Treetops
1. H6*Y
2. QYR0
3. YP7Z
4. QNDW
5. 6*GF
6. S3DB

Desolate Jungle
1. 13BS
2. DWQZ
3. 8TS7
4. TB9P
5. TK4J
6. CK3W

Final Worldmap
All BMHG

Donald Duck: Quack Attack

LEVEL CODES
Unlock some more quality platforming with these codes for the grumpy duck's adventures.

FOREST 1	9TMFRK3
FOREST 2	VDZS4YH
FOREST 3	3RKCPK1
FOREST 4	RKVQ2YR
BOSS	N471TRW
CITY 1	Q2C71N1
CITY 2	T1604ZB
CITY 3	THD2B9X
CITY 4	H*GV68*
BOSS	GS1*567
MANSION 1	P5KVQR1
MANSION 2	R3*6290
MANSION 3	QJNF1B1
MANSION 4	VX2*MXP
BOSS	VDJTMWM
INCA 1	57*JDLZ
INCA 2	6MM4CRP
INCA 3	ZRM4Y1V
INCA 4	1LN7N3B
BOSS	WQS3S30



GB Action Replay codes

Perfect Dark



Turn off the Action Replay before loading a mission, then turn it back on. Also, switch off the Action Replay after the mission has been completed.



Infinite Fantom ammo
010f0adb

Always fire disrupter
011022db

Infinite health
012530c0

Infinite ammo in first-person view
010fe6ff

Infinite health in first-person view
012500d9
012580d7

Infinite shotgun ammo
010f52db
010f10db

Spider Boss one-hit kill
010054d5

Game Boy Gallery

Stop right there, thank you very much.



Sometimes, the mind boggles. Mostly it's when we hear of another game that's been inexplicably delayed, but sometimes other things lead to the boggling.

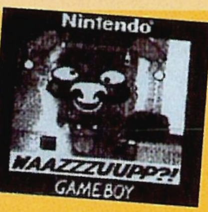
Consider what could happen when Game Boy Advance has gathered enough steam to warrant the release of its very own camera. Imagine the things that will become possible with all that lovely CPU power. Simple lens tricks and generic stamps will surely become things of the past, and the creativity of mutie-moulding geniuses worldwide will be unrestrained!

The past months have shown how a little ingenuity and a standard GB camera can yield truly wondrous and breakfast-churning results, so when that GBA camera eventually arrives, civilised society as we know it will have to batten down its hatches in preparation for a cultural and aesthetic onslaught that will shake it to its core. And we'll be there on the front line, comrades! Today, fifty issues, tomorrow the world!

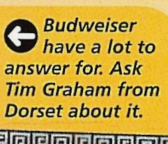
WINNER!

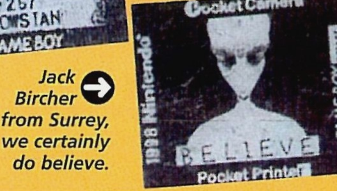
Now this is the good stuff – the Game Boy Camera has always been about this kind of innovation. Philip Griffiths from Solihull swaggers away with a Joytech Action Pack.

Dave Fryer has sent us evidence of a new Pokémon, Meowsian. Cats look like that in Devon.



Budweiser have a lot to answer for. Ask Tim Graham from Dorset about it.





Jack Bircher from Surrey, we certainly do believe.



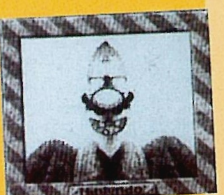
Will Harrison claims this is his Dad. You can get help for that.

Thanks, Mikel Martinez from Ireland, for this moustachioed mutation. Good work.



Ashley Pearce from Gateshead must be the musical one in the family. Or just the noisy one, perhaps.

Wimbledon's Lewis Falstein sent us this. Steve's crying right now.



Michael Barry from Newmarket is our kind of person. Love that thin head.



Oli Downs and Doug Miller from Surrey are jointly responsible for this mutated menace to society.



Ah, the eternal quandary, as posed by Londoner David Jones. Usually we prefer the ugly.

Dymph Labbé from the Netherlands has possibly the best name ever.



Yorkshire's Mike Hunter sent us this horror. Thanks very much for the sleepless nights, Mike.



Mickey's Speedway after the accident. Thank you, James Knowles from Dudley.



Ah, yes. We know what this is (ahem). Obviously an alien life form of some sort from Arun Rao in Norfolk. Cheers.



We're licking our lips at this creation from Hampshire's Annalisa Vacher.



Ellwyn Male from Solihull has supplied this scamp with the warning "Do not insult". Okay.

Send us your freaks

In association with JOYTECH

Get creative! Point your Game Boy Camera at something interesting, print it out and pop it in the post. We'll print as many of them as we can fit on the page, and our monthly favourite wins an Action Pack courtesy of those kind folks at Joytech (01525 244 200 or www.joytech.net), containing a mains adaptor, rechargeable battery, light magnifier, carry-case and a clear purple link cable. Not a bad little haul. Send your pictures to:

Game Boy Gallery,
Planet Game Boy,
N64 Magazine,
30 Monmouth St,
Bath, BA1 2BW.



EVERY MONTH – ONLY WITHIN THE PAGES OF N64



She fancies the pants off me. Why won't she sleep with me

My girlfriend's happy to go to a movie, a club or even the football.

So why won't she go all the way?



It's a question asked by millions of horny guys every day.

The answer is probably that she's simply not ready yet.

For sex to really go off with a bang, both partners need to be completely ready, especially if it's their first time.

If one of you isn't, you're likely to ruin what should be a very special moment (or preferably several moments...)

Think about how she feels. If you think she loves you now, show her you're cool enough to wait. Chances are she'll be crazy about you then.

So if you're getting a bit het up, keep your pants on.

As they say, good things come to those who wait...



If you're under 18 and need advice about sex or contraception, phone Sexwise on 0800 28 29 30 or visit us at www.ruthinking.co.uk The call is free and confidential. Textphone (for people with hearing impairments) 0800 328 1651.

THE LATEST UK N64 GAMES REVI

N64 MAGAZINE ARENA

MICKEY'S SPEEDWAY USA



Mickey and chums do it *Mario Kart*-style, but can Rare's new racer better Ninty's classic?



GO TO PAGE 48



Don't forget to visit the IMPORT ARENA

The games they're playing in America and Japan.

HEY YOU, PIKACHU!



"Hello Pika..." "Hey Pika, want a lolly?" "Nice Pikachu." "No Pika, NO!" "Noooo..." Oh sod off, then.



GO TO PAGE 54



OGRE BATTLE 64

The N64's first *real* RPG. Tops!

GO TO PAGE 58



CRUIS'N EXOTICA

Can they get it right this time?

GO TO PAGE 62



MIDWAY'S GREATEST HITS

Old-skool.

GO TO PAGE 63



READY 2 RUMBLE 2

It's Round 2 for Midway's slug-athon.

GO TO PAGE 64

EWED, RATED... AND COMPLETED!

How it works

Team **64** are gaming experts. They can play games and finish them, make definitive judgements *and* write it all down in a clear and entertaining way.

ESSENTIAL INFORMATION

Our reviews are the biggest and best in the world. But you'll need to know a few things before you start...

INFO BURST

METROID 64

FROM:	Nintendo
CART SIZE:	256Mbit
HOW MANY PLAYERS:	1-4
CONTROLLER PAK:	20 pages ✓
CARTRIDGE SAVE:	✗
PASSWORD SAVE:	✗
EXPANSION PAK:	✗
RUMBLE PAK:	✓
TRANSFER PAK:	✗

WHEN'S IT OUT?

April | May | Nov

COST: £40

THE INFO BURST

Look for this box on all our reviews to get an idea of whether the game in question uses N64 peripherals like Controller and Expansion Paks. Also, we'll tell you whether it works with the new Transfer Pak, when it's out, over here and in Japan and the States, and how much it costs.

Having trouble finding a game?

Try CA Games on **0141 334 3901** and they should be able to help with all your UK and import N64 needs. Remember to tell them we sent you!

IF YOU'RE IN A HURRY

We've tried to provide the most comprehensive reviews around, but if you're in a hurry, you can always just use our Verdict box!

PLUSES AND MINUSES
These tell you the good and bad bits about the game, breaking them down into easy-to-spot pluses and minuses.

IF YOU LIKE THIS...
The N64 has hundreds and hundreds of games – some of which will be similar to the game we're reviewing. So, in order for you to easily seek out another title of the same type, the 'If you like this...' box gives you an alternative choice. For example, if you liked *GoldenEye*, you might also like *Turok 2* or *Quake II*.

VISUALS What does the game do with the N64's stunning graphical power?

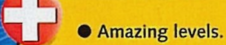
SOUNDS How good are the game's sound effects and music?

MASTERY How well does the game make use of the N64 and its incredible hardware?

LIFESPAN Will the game last you for months or a matter of hours?

VERDICT An overall opinion of just how good the game actually is. Plus, of course, a score.

pluses & minuses



+ Amazing levels.
− Appalling music.

If you like this...

Mickey Mouse 64
Rare
N64/76, 96%
Amazing *Mario*-beating Mickey Mouse-a-thon.

9 VISUALS
8 SOUNDS
8 MASTERY
7 LIFESPAN
VERDICT



HOW N64 SCORES A GAME

Because N64 carts are so expensive, we won't award our Star Game badge until we know you'll be getting your money's worth.

90%





85% and above — *Only after playing a game right through to the end will **N64** Magazine consider awarding it a Star Game badge.*

84% – 70% — *If we award a game 70%-plus you can be sure it's fantastic fun, if not perfect, and well worth thinking about adding to your collection.*

69% – 50% — *Every so often a game comes along that's perfectly playable, but just not special in any way – and simply doesn't make good use of the N64.*

49% – 20% — *Here you'll find games that are lazily programmed or hurriedly cobbled together, or simply weren't a good idea in the first place. These are to be avoided.*

19% – 0% — *The disaster zone. There have been a couple and we've not shied away from giving them the firm kicking they deserve. Absolute, wretched crud.*

TEAM 64

*Inspired by Mickey and pals, Team **64** leapt into their karts and went for a spin round the crazy streets of Bath...*





ANDREA BALL
Andrea attempted to weld a baseball bat onto the front of her kart. "For motivating unruly staff," she said with an evil grin.
GAME OF THE MONTH Hey You, Pikachu!

JUSTIN WEBB
Jud's joy at being wedged into his motor was marred by the realisation that someone had given him Princess Leia's hair.
GAME OF THE MONTH Cruis'n Exotica

MARK GREEN
Why is Mark looking so happy? He's in hot pursuit of S Club Tina's limo. But these weedy karts just aren't up to it...
GAME OF THE MONTH Mickey's Speedway

DARK MARK
...especially when Dark Mark fires a missile right up Mark's tailpipe. The thrill made him have a 'trouser accident'.
GAME OF THE MONTH Ogre Battle 64



MARTIN KITTS
Kittsy's maniacal expression made us think he was in the seedier parts of the city. Yet he came back home alone...
GAME OF THE MONTH Midway's Hits



PAUL EDWARDS
Sliding around on oil slicks was too much like surfing for Paul, who got so excited he drove into the water.
GAME OF THE MONTH Cruis'n Exotica



ALAN MADDRELL
Alan foolishly tried to drive up a very steep bit to find some coins. We really should pay him one of these days.
GAME OF THE MONTH Hey You, Pikachu!



STEVE JALIM
The Disney universe suited Steve a treat. His stumpy legs, oversized head and squeaky voice went unnoticed.
GAME OF THE MONTH Ready 2 Rumble 2



GERAINT EVANS
All that shouting at Pikachu turned Geraint crimson. Looks like he's eaten too many turnips, the poor wee scamp.
GAME OF THE MONTH Hey You, Pikachu!



PREVIOUSLY IN N64 We crept into Rare's offices and caught a glimpse of *Mickey's Speedway USA* back in N64/48.



You can play with the Scalextric cars here using Z and the analogue. Great stuff.

Powering down a steep hill at speeds of up to 150mph. Go, duck, go!

We're already losing horribly only 19 seconds in. Sob.

Your best chance of catching the mighty CPU racers comes on these wide open straights.

MICKEY'S SPEEDWAY USA

Hey, Mickey, you're so fine... or are you?



Grab those coins on the left to upgrade your engine immediately.

Remote-controlled plane power-ups. Rubbish.

Even the coins are decorated with Mickey's face. Yuk.

Powersliding on sheets of ice: risky.

INFO BURST

MICKEY'S SPEEDWAY USA	
FROM:	Rare
CART SIZE:	128Mbit
HOW MANY PLAYERS:	1-4
CONTROLLER PAK:	✗
CARTRIDGE SAVE:	✓
PASSWORD SAVE:	✗
EXPANSION PAK:	✗
RUMBLE PAK:	✓
TRANSFER PAK:	✗

WHEN'S IT OUT?

USA	UK	Japan
Now	Now	TBA

COST: £45

Rare might be renowned for their blockbusting N64 games, but their delays – where's *Dinosaur Planet* these days? – are now almost as famous. So it was slightly worrying to hear that, on top of everything else, Rare now have a staggering *13* Mickey Mouse-themed games alone on N64, Game Boy, Advance and Gamecube to worry about, thanks to a simple handshake between Nintendo and Disney.

It's becoming clear, though, that Rare intend to sacrifice a minimum of creativity on that happy-go-lucky mouse – *Mickey's Racing Adventure* on Game Boy was based heavily on their NES classic *R.C.Pro-Am*; the forthcoming Gamecube Disney adventure looks set to be a *Banjo*-style platformer; and *Mickey's Speedway USA* is a rehash of *Diddy Kong Racing* – itself a clone of *Mario Kart 64*. Jo Dark, Banjo and Conker receive Rare's undivided attention – the Disney games seem much more hastily knocked-out.

Even so, a hastily knocked-out Rare game seems to be the equivalent of most other developer's most strenuous efforts – and any game based on the splendid *Diddy Kong* is more than welcome. So, what happens when two of the world's best-known 2D heroes – Mario and Mickey – race for the karting cup? Find out over the page...

One false move and you'll be tumbling. And never catch up again.

The picturesque Practice sure is pretty – but what exactly is it for?

The baseball. A shockingly poor Speedway USA weapon.

Hugging the inside of corners is the only way to finish in pole position.

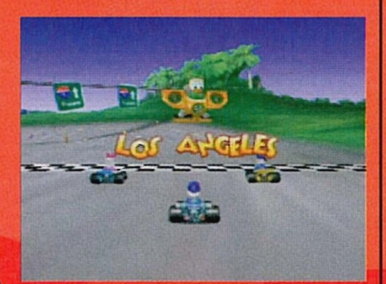
Just look at all those 90° turns. We can just imagine Rare cackling menacingly as they put together Mickey's Speedway's nightmarish USA-themed course designs.

HOW IT WORKS

Played *MK64*? Then the ins and outs of *Mickey's Speedway* won't come as too much of a shock.

TRACKS

There are 20 tracks in all, each modelled around a particular US state, and arranged into...



TOURNAMENTS

...five increasingly tricky tournaments, playable in one of three difficulty modes. Prizes are...



CUPS

...Bronze, Silver, Gold or Platinum Cups, which open up new tracks and tournaments. But look out for...



CAR PARTS

...four pieces of Ludwig Von Drake's car hidden in the first 16 tracks – they open the Frantic Finale courses.



GO! GO!



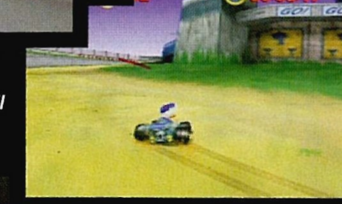
CHEATING HEART
Rare are fond of built-in cheats, and *Mickey's Speedway* has more than its fair share. You'll need to win the Platinum Cup in the tournaments to get your paws on them, but some are invaluable – not least the digital speedometer that helps you shave milliseconds off your time trial best. The 'Tiny racers' cheat, though? Boring.

HOW TO... WIN THE PLATINUM CUP O

INDIANAPOLIS

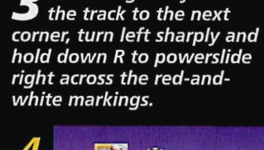


1 Hug the first shallow turn in a longish powerslide by holding R and tapping right – don't press for too long or you'll spin off into the grass. Collect coins as you go to speed up.



2 You can slide on darker sand without losing speed, but don't bother until lap two or three, when you've bagged a few coins.

3 Head diagonally across the track to the next corner, turn left sharply and hold down R to powerslide right across the red-and-white markings.



4 Repeat for the right-hander, approach the chicane from the right, turn in and slide around, cutting across the dark sand.



5 Let go of R just as your kart is lined up for the final straight – you're best off on the right side of the track if you want to get in the way of your approaching rivals – then peg it over the finish line. Victory!

SAN FRANCISCO



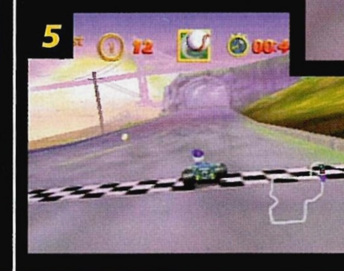
1 Full speed ahead into the tunnel, sliding to hug the inside wall of the first right-hand bend, then aiming diagonally along the track. You'll need a quick left-hand powerslide around the exit.

2 Aim left-to-right across the straight and hug the right bend. Hit the zipper, hold R and push right after the second bump...



3 ...to ready yourself for this turn. Slide wide around the S-bend corners, then take the right-angled right-hander as close to the kerb as you dare.

4 After the next normal turn, hold R and tap left to take the final chicane as one long slide, all the way around to the final stretch.



5 You should be approaching the finish line on the right-hand side of the track now – if not, you've taken the last corner badly. Put your pedal to the metal and cruise over the chequered boxes to victory.



△ Mickey's taken this corner far too late. He'll lose.

Fly into the sky, courtesy of ▷ a zipper and lots of speed.

ANIMAL AGGRESSION



The sorry collection of weapons in *Mickey's Speedway* isn't worth going into in too much detail about – shameless rip-offs of *Mario Kart*'s shells, bananas and magic stars every one, and none as useful or enjoyable as Mazza's bits and bobs. The worst are the RC cars and toy planes – *Speedway*'s equivalent of red and blue shells – which happily head towards a wall and break into pieces every single time, but the ping-pong balls that bounce off the trackside straight back into you come a very close second. The more powerful stuff is available to trailing racers, but they're no help in catching up.

N TRAFFIC TROUBLES

Whether you're aiming for the prize on Novice, Intermediate or Professional, here's our expert guide...

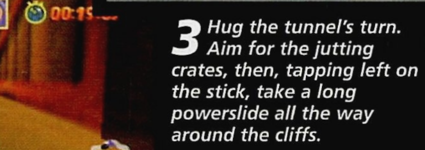
NEW MEXICO



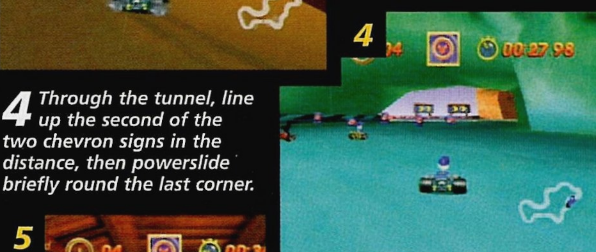
1 *Aim straight for the right-hander, hugging the sand as you go. Stay on the right, leap just before the ramp and push hard right for the next corner into the dingy tunnel.*



2 *Aim left and slide round the next turn – let go of R when you're pointing towards the right-hand side of the tunnel for some coins.*



3 *Hug the tunnel's turn. Aim for the jutting crates, then, tapping left on the stick, take a long powerslide all the way around the cliffs.*



4 *Through the tunnel, line up the second of the two chevron signs in the distance, then powerslide briefly round the last corner.*

5 *The finish line is inside the next undercover section, so position yourself in the middle of the track and get your head down for a flying finish. Veer to the left if a rival threatens to overtake, mind.*

GRAND CANYON

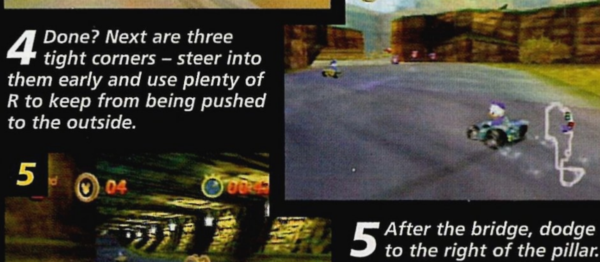


1 *Slide around the tree on the left and you'll find a useful route through the dirt mounds. You might need to hop to keep yourself out of the mud on the left and right-hand sides, though.*



2 *Enter the tunnel on the right and hug the inside. Scream down the hill, then stay right to slide past the rock pillar for a few coins.*

3 *Hit the zipper. Then, at the top of the hill, use R and hard right to steer between the dirt and mud, but slide left around the more circular patch.*



4 *Done? Next are three tight corners – steer into them early and use plenty of R to keep from being pushed to the outside.*

5 *After the bridge, dodge to the right of the pillar. Two quick corners later, a zipper boosts you to the finish – push R and slam the steering wheel left as you exit the tunnel to avoid toppling to your death.*



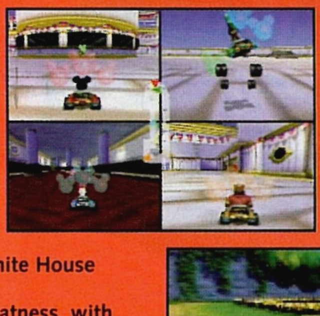


PRACTICE MAKES... ER...

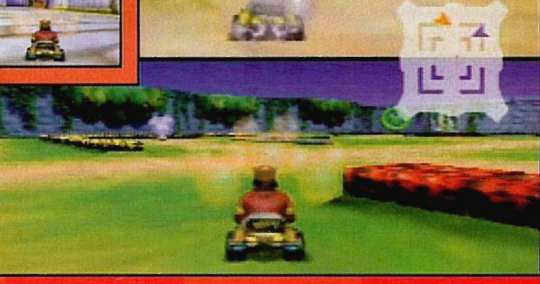
There's a 'Practice' track in *Mickey's Speedway*, which features a picturesque beach, a farmhouse, and an actual farm – complete with chickens who *occasionally* lay eggs, for reasons we haven't yet managed to figure out. In fact, we're not even sure what the Practice track as a whole is actually for. Help!

BALLOON BATTLE

Given how closely ***Mickey's Speedway*** follows the ***Mario Kart*** template, it's no surprise to find the big-eared mouse and his friends sticking balloons to the back of their karts for the battle mode. The sheer speed of the game makes for some frenetic tit-for-tat multiplayer larks – but, once again, the game's weedy collection of weapons makes popping your opponents' balloons a frustratingly random affair. The tracks are a bizarre bunch, too – the White House gardens have a horribly SNES-like flatness, with walls that barely stick up out of the ground. Still, the battle mode beats ***Diddy Kong***'s multiplayer hands down – which was easily amongst the worst we've ever played.







GO! GO!

SEEN IT ALL BEFORE

Mickey doesn't so much borrow from *Mario Kart*, as break in at night and clean the place out entirely.

Start

While *Mickey's Speedway* has Dewey Duck to start the race and rescue falling racers, *Mario Kart* features little Lakitu, his cloud, and his lamps-on-a-fishing-line.





▽ A helium-voiced duck versus little Lakitu. No contest.

Obstacles

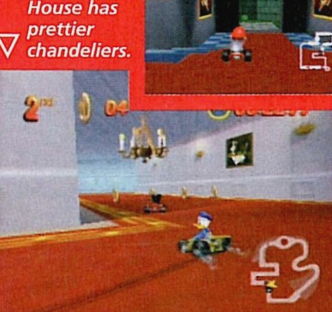
In Philadelphia, giant crates roll on rails above your head, then drop to foil your race. Bowser's Castle, meanwhile, features the stony-faced – and all but identical – Thwomps.



▽ Even the crates' movement copies the Thwomps.

Tracks

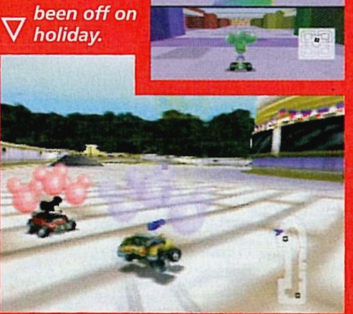
Mickey and co. race along the White House's red-carpeted corridors – while Mario and friends speed over the suspiciously similar deep pile of Bowser's Castle.



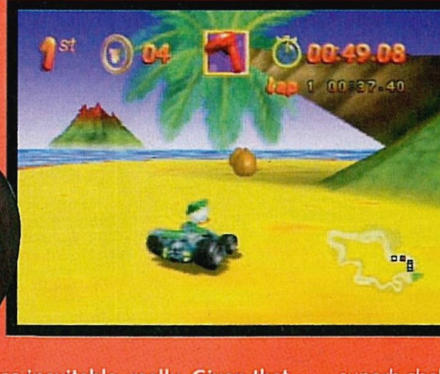
▽ Admittedly, the White House has prettier chandeliers.

Battle

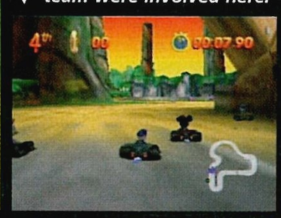
The battle mode in *Mickey*: four racers, balloons to pop and plenty of weapons. The battle mode in *Mario Kart*: four racers, balloons to pop and plenty of weapons.



▽ Rare's ideas people must have been off on holiday.



◁ The handling makes going through gaps easy.



▽ The Jet Force Gemini team were involved here.

It was inevitable, really. Given that just about every cartoon character under the sun has been shoehorned into a *Mario Kart*-style racer at some point, Mickey Mouse and his Disney cohorts were just bound to leap into the driving seat sooner or later. Luckily, they've got Twycross powerhouse Rare behind them, so *Mickey's Speedway USA* is just bound to be great. Isn't it?

Well, from the very start, *Mickey's Speedway* does plenty to ruin its chances against *Mario Kart*. The Disney crew just aren't as appealing as Mario, Peach and the gang, and their grating battle cries ("That's swell!") are at full volume even when the racing pack is far behind. The weapons are no match for *Mario Kart's* superb shells, bananas and thunderbolts, with only around one strike in 20 having any effect. And you'll be slowed down to a pitiful crawl for so much as scraping the trackside, losing you the race and bringing tears of frustration to your eyes.

But *Mickey's Speedway* has speed on its side, and plenty of it. On the tougher difficulty settings, the pace is breathtaking, and each course's collection of ramps, tight corners and booster-laden straights makes for some staggeringly exciting racing, where three laps are often done and dusted in under a minute. The handling is more than equipped to cope with such speed, too, being the most intuitive since *Mario Kart*. A simple tap of the R button is enough to catapult you around corners at terrifying velocity, as you push against the skid with the analogue stick to keep the kart's wheels from brushing against the speed-sapping trackside.

The tracks – each set in a particular US state – are superbly designed. The eye-popping downhill sections, tricky chicanes and perilous cliffside hairpin turns are hugely frustrating at first, but – with *plenty* of practice – you'll be rocketing around Las Vegas, Oregon and Alaska with ease, and appreciating just how well

Pushing hard left or right just as you reach the top of a hill is just one of the Mickey skills that needs mastering.

A rare case of a Mickey's Speedway weapon actually working.

Tunnels offer no hint of what lies ahead. But hey – they don't half look nice!

Like Mario Kart, it's easy to miss the collectible power-ups.

One of the easiest courses, this. But we've still managed to spin out and lose.

Spotted Mickey and Donald on Mount Rushmore in the background here? How original.

You can explore the White House's gargantuan grounds before making your way inside.

Keep a careful eye out for changes in track surface – you could be looking at a shortcut.

the flowing track layouts are suited to the game's crucifying speeds. The scenery is prettier than *Diddy Kong*'s, without any of that game's depressing jerkiness, and though there's a curious SNES-style 'flatness' to many of the tracks – mainly thanks to the low camera angle – you can't argue with the lush forests, tumbling waterfalls, sunset cities, and complete lack of pop-up that decorate the game's 20 American states.

MASTERY *Tight corners and booster-laden straights make for some staggeringly exciting racing.*

So why isn't *Mickey's Speedway* a Star Game? For one thing, at its toughest, it's challenging for all the wrong reasons. The CPU karts race something approaching the perfect lap every time, which means that a single mistake – even as far as a split-second error with the accelerator on the start line – will lose you the race. And while *Mario Kart* might have been similarly criticised for its cheating, turbo-boosted competitors, at least it handed you some decent weapons to fire up their backsides. *Mickey*'s pathetic collection of baseballs, toy aeroplanes and globs of green goo give you next to no chance of reclaiming pole.

Ironically, *Mickey's Speedway*'s other major problem is that your opponents seem to find the later stages even harder going than you, making winning a cinch on what are supposed to be the toughest circuits. That, coupled with the fact you'll know each course intimately from the leisurely tour in Novice mode, means that – despite your nightmarish opponents – you'll have a display cabinet full of Gold and Platinum cups in hours. The final batch of tracks, where corners become tighter and sections of raceway hang precariously over water and sheer drops, is a suitably tricky finale – but you'll easily unlock them within a day's play.

So, with a short-lived single-player, it's left to the multiplayer and time trial – areas where *Mario Kart* excelled – to maintain interest in *Mickey's Speedway*. Luckily, they *just about* manage it. The battle mode is fine – and beats *Diddy Kong*'s uninspiring multiplayer hands down – and the time trial succeeds on the back of the faultless handling and well-designed tracks. The ghosts you're given to beat are ridiculously fast, compelling you to inch closer to the sides of the track, shave milliseconds off your best time, and – after hundreds of failed attempts – finally leave the translucent terrors trailing. Make no mistake, though – neither the multiplayer nor the time trial come close to *Mario Kart*, and the cart will be gathering dust well before Easter.

So where exactly does all that leave *Mickey's Speedway USA*? *Mario Kart* had its superb time trial and multiplayer, *Diddy Kong* boasted a colossal challenge and the unique 'racing adventure' concept. *Mickey's Speedway*, by contrast, does without innovations or outstanding strengths – but it's still a fast, frenetic, challenging and often thrilling racer. Rare might not have spent as much time on this as their non-Disney line-up – but if they can churn out a game as enjoyable as *Mickey's Speedway* in the time it takes Shigsy to *plan* his next epic, Nintendo have reason to be scared indeed.

MARK GREEN

pluses & minuses

+
- Fast.
- Faultless handling.
- Decent track design.

–
- Unforgiving CPU opponents.
- Disappointingly short-lived.
- Awful weapons.

If you like this...

Mario Kart 64
Nintendo
N64/4, 91%
Unbeatable kart-based racing with Mazza and co.



8 VISUALS
The scenery resembles *Jet Force Gemini*, creating some lovely-looking tracks.

6 SOUNDS
Mickey Mouse's voice truly is the most irritating of all time.

7 MASTERY
It's a fast, smooth racer, but it's hardly the first on the N64.

7 LIFESPAN
Once the single-player's over, the time trial is almost all that's left.

VERDICT
It's no *Mario Kart*, but *Mickey's Speedway USA* is a worthy – if often terrifically unoriginal – rival.

80%

PREVIOUSLY IN N64 Our most recent peep at *Hey You, Pikachu!* was last issue.

Pika kindly throws tissues all over your bedroom. How cute.

It's a jewel. 2-1 chance he throws it on the floor and runs away, the scamp.

Yup, there you go. Not a care in the world, or an ounce of discipline!

As you can see, Pika is really enthusiastic about his next destination.

Don't worry! He's not killing the Caterpies... although we do wonder at times.

There are moments like these when you can't help but adore him.

If he has this muddled bubble over his head it means he's having trouble understanding.

He won't even listen to your mother. Just look at the smile on his face.

This handy bit of kit lets you check your progress.

HEY YOU,

Laugh, play and, er, curse, with the yella fella.



INFO BURST

HEY YOU, PIKACHU!

FROM:	Nintendo
CART SIZE:	128Mbit
HOW MANY PLAYERS:	1-4
CONTROLLER PAK:	✗
CARTRIDGE SAVE:	✓
PASSWORD SAVE:	✗
EXPANSION PAK:	✗
RUMBLE PAK:	✗
TRANSFER PAK:	✗

WHEN'S IT OUT?

US	UK	Japan
Now	TBA	Now

COST: $90 (approx £63)

Eagerly anticipated just doesn't sum it up. We've all been busting a gut to get our hands on this promising Nintendo 'speak-'em-up', and finally our dreams have come true.

For months we've been mulling over just what we'd say to the little fella when he arrived, all the while honing our pseudo-American accents in preparation for the fact that he may not be able to comprehend our posh, limey voices.

So, when word spread that the thunderous, yellow powerhouse was finally in the building, we donned our finest threads and made our way to introduce ourselves to the mighty Pika, in the vain hope that we could all become one big pokélovin', happy family. With a deep breath we got ready to holler 'Hey You, Pikachu'...



Use Pika to seek out the lost 'wags.

The tool box's full of interactive goodies to play with.

Pika loves to disturb the Oddishes from their slumber. The little rascal.



FUN, IN MORE WAYS THAN ONE

Fun isn't exactly the word we should use here – try abject tedium with lashings and lashings of frustration. When you and Pika start getting all friendly, not only does he steal your bed, but he also insists on dragging you out and about on 'exciting' adventures. This is essentially the basis of the whole game. Here are a few of the best for your delectation…

CARING FOR CATERPIE

Your task here is to stop the Caterpies from getting hungry while Butterfree is away. If they need your attention they'll start glowing and chattering. You'll need to find rosebuds to stop their infernal racket.





LITTLE LOST POLIWAG

It seems that a bunch of 'wags have got lost in the fog – cunning excuse, eh? So it's up to you and Pika to hunt for them and return them to the safety of Squirtle's cave, where their anxious mother is waiting.





GONE FISHING

This one is our favourite, but it's still not a patch on the *Zelda* version. Pika throws the line into the water and you have to tell him to 'reel it in', 'pull' or 'hang on'. Just about as good as it gets.





THE PIÑATA PARTY

Here you have to guide a blindfolded little Pika around a beach-front with Left, Right, Forward and Swing commands. Then watch him bury his face in the dirt time and time again. Absolutely priceless.



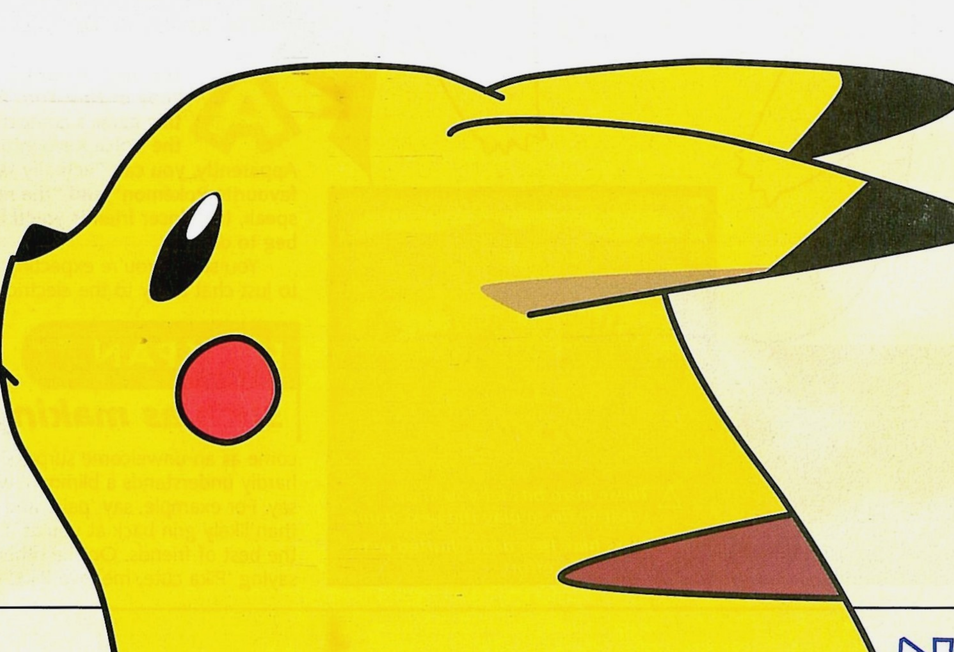


PIKACHU!



△ Every Pokémon hides an evil side. Steady on, mate.

Your reward for sticking with him. ▷



GO! GO!

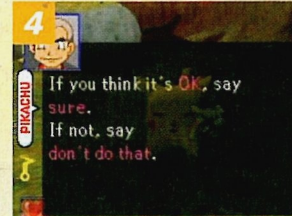
CHARMLESS MAN
Here's the game in action. Although you can't see it in Ger's face, he's on the verge of tears, poor lad. What promised to be his first chance to 'get cosy with Pika' ended in disaster as he realised how resistant Pika was to his charms. Ah, well.

A DAY OUT WITH OUR NEW

1 There he is. Our new chum's full of love and happiness. "Mornin' Pika!"



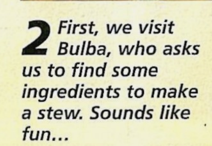
3 Our trusty companion is all too eager to help. "Aaah, bless ya, Pika."

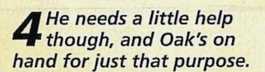




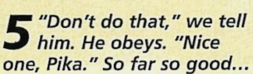
6 Hmm, we've stumbled across a carrot. We'll need that for the stew. "Okay, sure." This stew should be tasty.

2 First, we visit Bulba, who asks us to find some ingredients to make a stew. Sounds like fun...





4 He needs a little help though, and Oak's on hand for just that purpose.



5 "Don't do that," we tell him. He obeys. "Nice one, Pika." So far so good...



7 Top stuff, that's the first ingredient. "Who's a clever mouse then?"

Just look at him! After only the third day he's nicked your bed. Grrrrrrr.

According to our US import copy of *Hey You, Pikachu!*, this game's compatible with the Voice Recognition Unit. Apparently, you can "actually talk to your favourite Pokémon" and "the more you speak, the closer friends you'll be!" We beg to differ.

You see, if you're expecting to be able to just chat away to the electric mouse, it'll come as an unwelcome surprise that Pika hardly understands a blimmin' word you say. For example, say 'pain' and he'll more than likely grin back at you as if you were the best of friends. On the other hand, saying 'Pika cute, me love Pika' can just as easily send the little mouse running around as though you'd just called him a 'dirty yellow rat'. It doesn't take long to realise that *Hey You, Pikachu!* has some fairly serious limitations.

In fact, Pika can only understand certain words and phrases that crop up at various points in the game. Thankfully, Prof Oak is at hand to help you out. Any words that are highlighted in red can be 'understood' by Pikachu – and we use that term loosely, because despite mouthing each word *very* carefully, the end result is surprisingly inconsistent. Repeating a phrase like 'How's it smell?' – don't ask – yields varying results, from bashful swaying and bad-tempered frowning, to squeals of joy and impromptu thundershocking. Very confusing indeed.

After you get over the admittedly exciting shock of having Pika react to your voice while you watch him scamper in his undeniably super-cute way, the realisation that this game reeks starts to dawn all too quickly. Even the graphics aren't much cop. The usual ultra-high standard of presentation that Nintendo employ so magnificently seems to have been watered-down somewhat. Everything is far too basic and hurried-looking, from the terrible, sloth-like camera movement to the



You can look forward to scintillating challenges such as making stew with Bulbasaur.



These intro bits let you know what to do to play the next game.

Bless him. He's dead chuffed with his fishing effort.

POKÉPAL

After meeting Pikachu on your first day, you earn his trust while he learns to recognise your voice. It's all pretty basic stuff, and it's not until the second day that things start to get more, er... complicated.



8 *Next up is the onion. This should be easy. Look's like we're gonna be great mates.*

9 *Oh, no – not a mushroom. "Don't do that... No, Pika... don't do..."*



10 *"Argh Pika, mate, noooo... Stop it!... Pika! Don't... eat... it... D'oh!"*



11 *"Pika! Look what you've done, mate. Are you okay? Maybe we should-"*

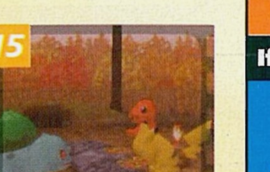
12 *"Uh-oh. Pika, man. You gonna spew? Great. Just, er, don't tell the Prof, okay?"*

13 *"Oi! Quit sulkin', friend. It's your own blimmin' fault. We did warn you..."*




14 *"Hey Buddy, what's the deal? We've been nothing but kind to you, you ungrateful little..."*

15 *"It's getting dark now. Don't eat that stew, Pika..."*



16 *"You just won't listen, will you? Pika...? Hey! Pika! Let's, er, just go home, eh? Mate?"*



over-use of 2D bushes and grass which give the whole package its lazy and shoddy appearance. The only redeeming feature of the visuals is the outstanding animation on Pika himself. He has a massive range of expressions and poses to communicate how he feels. It's just a shame that the dodgy camera has trouble keeping up with him.

The main bone of contention we have with *Hey You, Pikachu!*, however, comes down to the game itself. To put it lightly, it's *dull*, and boredom kicks in after just 30 minutes. It's simply a collage of painfully sub-standard minigames cobbled together with the minimum of effort. You can look forward to scintillating gaming challenges such as making stew with Bulbasaur, where you have to indicate to Pika which vegetables need to be collected. Or there's a thrilling fishing game involving the lucky gamer screaming 'reel it in' at ten-second intervals. Or a 'spank the stuffed donkey'-style game where you have to get Pikachu to strike a dangling Pokéball with a gnarled stick as he blindly stumbles around. Excited yet? Didn't think so.

To add insult to injury, there's the mammoth frustration quotient. Take the stew-making game, for example. Once in the 'play area', Pika will scurry around picking up objects. It's up to you to tell him whether or not it's needed for the recipe. Simple enough, right? Wrong. Trying to get Pika to drop the vegetable or keep it for the stew is a nightmare. On more than one occasion he eventually grabbed the right object, but, instead of obeying our 'Okay, sure' command, the little swine proceeded to munch on the veggie, swoon and keel over. The result – Pika no like you.

△ The front yard. Your first step to the great outdoors. C'mon Pika!

Not content with messing up your room, he has to have a sulk and fry everything in there too. Typical! ▷

△ Ignore him for long enough and he'll start to sulk, or maybe go to sleep. We live in hope...

MASTERY *Instead of obeying us, the little swine proceeded to munch on the veggie, swoon and keel over.*

Although we've tried not to be overly mean to this game – it is meant for the under-12s, after all – we still find it difficult to recommend it in any way. Even for the very young, it will only be an exercise in frustration and confusion, as Pika often just seems to do whatever he wants. The only saving grace is the fact that, being an American version, the problems may all boil down to our accents. But we sincerely doubt it. Sorry Nintendo, it was a nice idea, but it just doesn't cut it. One for **N64**/47's 'Innovation Catalogue' we thinks...

GERAINT EVANS

pluses & minuses

+
- Excellent animation on Pikachu.
- So cute you could kiss the screen.
- It's certainly original.

−
- Dull.
- Poorly executed.
- Shoddy presentation.
- Over far too quickly.
- No replay value – *at all*.
- Frustrating as hell.

If you like this...

Pokémon Snap
Nintendo
N64/45, 80%
Another Ninty attempt at an original title... and it works.



6 VISUALS
Cute, but the presentation isn't up to the usual standard. Disappointing.

7 SOUNDS
Not bad. Plenty of chirpy pokésounds and cutesy tunes.

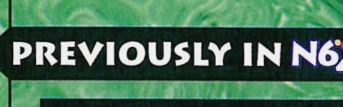
5 MASTERY
It may be innovative, but Ninty can do *so* much better. Shameful.



4 LIFESPAN
Won't take you long to see everything, and you won't want to go back.

VERDICT
Fair play for trying, but this really is pretty dismal. Only pre-schoolers need apply – if they can afford it.





PREVIOUSLY IN N64 Mark got his hands on the Japanese version in issue 34, after we'd been checking up on the game's progress for over two years.



Sharing some useful items between your legion's units.

If you're lucky enough to find a shop, you can buy loads of new stuff.

This is the main overworld map. Big, isn't it?

Dio
"It's my turn? ...Alright, let's do this!"
ENEMY Mario
FRIENDLY Dio

Depending on which direction you attack from, you can completely ruin an enemy's formation.

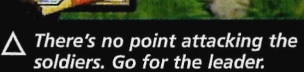
That's the way to do it. Just stand back and watch while your dragon does the fighting.



Prince Yumil "Silent Bob... Why don't you come with me?"
Silent Bob "May I ask what you mean by that?"

The Prince and our hero have a history.

These units travelling south are about to run into an enemy patrol.



There's no point attacking the soldiers. Go for the leader.



That annoying pink nun character at the top of the screen keeps healing her wounded warriors.



OGRE BATTLE PERSON OF LORDLY



War is ogre, if you want it.

INFO BURST

OGRE BATTLE 64: PERSON OF LORDLY CALIBRE	
FROM:	Atlus
CART SIZE:	320Mbit
HOW MANY PLAYERS:	1
CONTROLLER PAK:	✗
CARTRIDGE SAVE:	✓
PASSWORD SAVE:	✗
EXPANSION PAK:	✗
RUMBLE PAK:	✗
TRANSFER PAK:	✗

WHEN'S IT OUT?

US	UK	Japan
Now	TBA	Now

COST: $60 (approx £42)



Witches can revive your slain comrades... for a price.

Somebody's casting a sleep spell on our men. That's not very sporting.

This chap knows the Word of Pain. Sounds painful.



The option to name your forces has all manner of hilarious comedy potential.

HOW TO START A FIGHT

A quick overview of *Ogre Battle*'s unorthodox gameplay. It really isn't as complicated as it first looks.

Objectives

At the start of each campaign you'll be given a specific objective – usually to capture the main enemy stronghold. If your own base falls or your main character is defeated then you lose the whole game, so it's sensible to travel in a well-protected group and rest up when you need to recover energy.

"For this operation, our headquarters will be Castle Dunkweld."

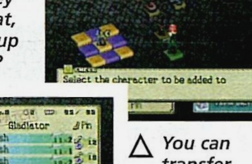
△ *Plan your route before you start.*

△ *Hugo is the army's tactical expert.*

Units

Your army is divided into units, each lead by a different character, and all falling under your ultimate control. Units are composed of various fighting classes such as soldiers, magicians and so on. Several units can be combined to form a legion, which is the only way to defeat some of the tougher enemies.

△ *Don't they look great, all lined up like that?*



△ *You can transfer strong fighters to bolster weak units.*

Attacking

Depending on how your unit is arranged, different types of attack are possible. By grouping certain characters together you can create powerful combos, but in general it's best to put strong warriors at the front of your 3x3 grid and keep the leader and long-range fighters safe towards the back.



△ *Special effect ahoy. This is lightning.*



△ *Retreat? Only as a last resort.*





HOW TO WIN

There's more than one way to approach a battle, but the method we've had the most success with is attacking the leader of each enemy unit. With the boss out of the way, the minions almost always retreat. It also pays to look at the enemy health stats displayed in the bottom-left corner. When a character is close to death, tell your troops to go for the weakest member of the group in order to reduce your opponent's attacking potency.

64 CALIBRE

N64 MAGAZINE STAR GAME

Zhontac "Welcome to your doom, my reckless prince!"

◁ *We gave Zhontac a rather painful beating for his insolence.*

▽ *Our men were ambushed while asleep. Oops.*



Faced with an underclass rebellion that threatens to destabilise the kingdom, would you choose to side with the starving protesters in their attempt to gain equal rights, or would you rather send out the troops and start cracking a few heads? In *Ogre Battle 64*, your character – a confused, young army recruit – could easily swing either way, and this being an RPG, it's entirely up to you whether he becomes a champion of democracy or the iron fist of the state.

MASTERY ***It's massive, and the fighting system is better than anything in a conventional RPG.***

When Magnus (or whatever you decide to call him) gets selected as officer material by the powers that be, his initial pride is tempered by the realisation that some of the people he's working for are wealthy, murderous thugs, and the rebel army he's fighting seems to have the support of the majority of the population. Turning his back on the king is not a sensible option, so he decides to use his new position to gain a better understanding of the political situation. And yes, a lot of heads will get cracked along the way. Things are not as simple as they first appear.

That's how the story goes in this epic strategy RPG, the latest update of a series fondly remembered on the SNES. It doesn't play like the *Final Fantasy*-style RPGs we're all used to these days, instead sharing a number of gameplay elements with *Command & Conquer* and other PC wargames, but don't let that put you off. It's a massive game, and the fighting system that makes up the bulk of it is better than anything you'll find in a conventional RPG.

GO! GO! ▷

pluses & minuses

+
- Stylish hand-drawn graphics.
- Massive tactical depth.
- Several different endings.
- A lasting challenge.

–
- Expensive on import.
- We haven't found a convertor cart that works with it yet.

If you like this...

Command & Conquer
Nintendo
N64/32, 75%
Similarly strategic, although nowhere near as good as this.





7 VISUALS
No flashy polygons or effects here. Retro but nice to look at.



7 SOUNDS
A fairly typical olde worlde RPG soundtrack and good battle noises.

7 MASTERY
Doesn't push the machine, but there's always a lot going on in the game.

9 LIFESPAN
It's going to take ages to finish, even longer to explore the other endings.

VERDICT
A great combination of thoughtful strategy and exciting combat, with an RPG plot to draw the player into the action.



87%

ACTION STATIONS

How *Ogre Battle*'s massive tactical depth will keep you on your toes. This is a strategy game with attitude.



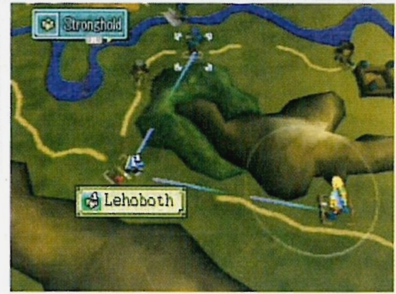
Alignment

At the start of the game you have to answer a series of questions to establish the personality of your character. You can be good, evil or chaotic, among other choices, and this determines how the other characters will react to you along the way. In-game actions can also alter your personality slightly.



Navigation

The leader of each unit determines the type of movement available. Some lightweight characters can travel over mountains, for instance, while other heavier ones have to stick to the main roads. You can set two waypoints along the route, which can be handy for exploring uncharted terrain and finding hidden items.



Tactics

With up to ten units roaming the map, keeping track of them all is an essential skill to learn. Units will follow the course you set until they bump into something interesting or dangerous. The map screen then zooms over to them and you'll have to issue orders to fight, run, set up camp, or talk to neutral characters.



△ Battles for crucial towns are always bitterly fought.

△ After capturing your objective, you'll be rewarded with fireworks and a handful of new recruits.

◁ For RPG fans, this is a great reason to get an NTSC N64.

The game is divided into around 35 separate battle campaigns, each conducted on a large overhead map. There are towns and villages dotted around, some of which are under your control, but most occupied by the enemy. To win the campaign (by taking over the enemy's stronghold) you need to occupy strategic parts of the map, taking control of important towns and cutting off the enemy's route to your own stronghold. The best locations will be fiercely contested, which is where the brilliant combat system comes in.

Actually, the most important part of combat starts before you encounter any opposition, on the extensive tactical menus. By grouping your warriors in the best formations and equipping them with the right sort of weapons, you can create units suited to tackling the many types of enemy you'll face. When you do run into a fight, everything is handled automatically. You can butt in to select a different tactic when you need to, and if the battle lasts long enough then you'll have the option to use magic or run away if you're in danger of getting whupped too badly. It's very fast, with few lengthy special effects to sit through, and when you've got units travelling in different directions all over the map, new battles crop up all the time.

VERDICT ***...it's definitely worth getting hold of on import. There's nothing else like it on N64.***

The plot develops after certain key enemies have been defeated, as well as between campaigns, when you'll get to see the effect your actions have had on the struggle for the kingdom. The story can branch any one of three ways, and because it's often hard to tell which of your choices are going to have a major effect, the plot twists do come as a surprise.

Mostly though, it's all about organising your troops and moving around the maps in such a way that you don't get cut off or leave your base open to attack. You never get to control any of the characters directly, which will come as quite a culture shock if you never played a SNES *Ogre Battle* before this. All interaction with the game is through a huge list of menu options, set out well enough to ensure that you don't get overwhelmed by the alternatives available.

It's an excellent game which took Japanese developers Quest an eternity to put together, and all that effort shows. The expense of the hefty 320Mbit cart it fills and the fact that publisher Atlus' wonderful *Snowboard Kids 2* never made it to Europe suggests that we're not going to see a PAL version of *Ogre Battle 64*, but it's definitely worth getting hold of on import. There's nothing else like it on N64, and it's more than big enough to keep you playing for most of the two years it'll take to write the sequel.

MARTIN KITTS

pluses & minuses

+
- Fairly speedy.
- Um...
- Er...
- ...Doh!

−
- Pop-up-tastic.
- As bad as its ugly siblings.
- Shoddy presentation.
- We saw better than this in the '80s.

If you like this...

San Francisco Rush 2049
Midway
N64/48, 91%
Midway's finest racer to date. Slick, absorbing and absolutely huge.



4 VISUALS

Sinful. Awful pop-up and pathetic backgrounds.

5 SOUNDS

Random voice samples and dire music. Reach for that volume button...

3 MASTERY

You-have-got-to-be-having-a-laugh. Even Titus could do better.

3 LIFESPAN

Extra cars to unlock, but why should you care?



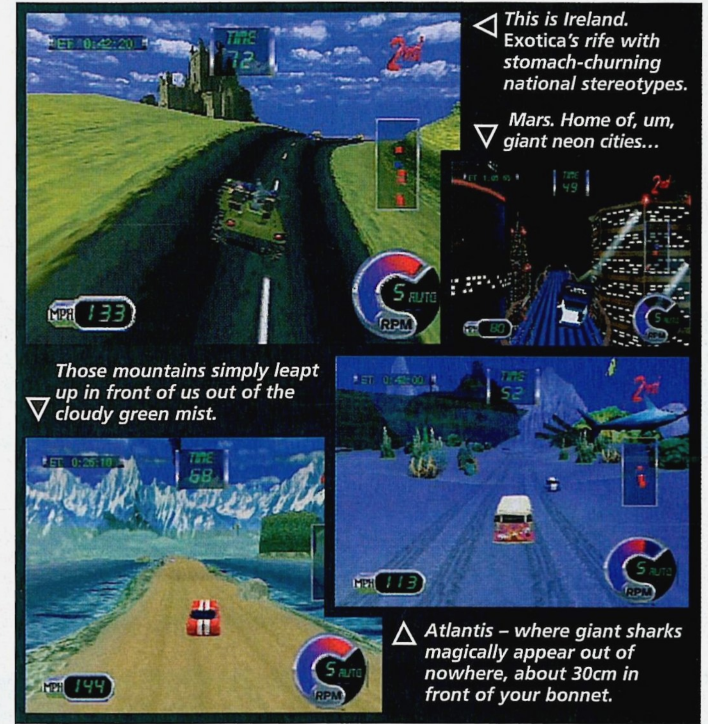
VERDICT

The *Cruis'n* series has taken baby steps from the word go. Simplistic and dull, don't even consider it.



43%

PREVIOUSLY IN N64 We had a quick look under *Exotica's* bonnet back in N64/44.



This is Ireland. Exotica's rife with stomach-churning national stereotypes.

Mars. Home of, um, giant neon cities...

Those mountains simply leapt up in front of us out of the cloudy green mist.

Atlantis – where giant sharks magically appear out of nowhere, about 30cm in front of your bonnet.

SOMETHING GOOD?

Um, actually... no. But top marks for effort. There are a massive selection of tracks, play modes and unlockable cars to uncover. Rather than earn them for gaming skill, however, all you have to do is rack up the in-game miles to grab the extras. So, the more you play, the more you get – it's just a shame none of them make any difference.



Ooh, stunts! This move catapults you ahead every time, making it even easier.

The multiplayer sucks. More pop-up and a painfully slow framerate – rubbish.

CRUIS'N EXOTICA

Is this threequel cruis'n for a bruis'n?

After the disappointment of the two previous Cruis'n efforts – *USA* (N64/13, 24%) and *World* (N64/20, 38%), we unwrapped this package with extreme caution, hoping and praying that Midway would make it third time lucky. After all, surely no-one could make the same woeful mistakes *three* times in a row?

Well, either *Exotica*'s developers are cursed beyond belief, or they really couldn't give a monkey's what they feed the gaming public. Yet *again*, this is an utterly laughable piece of software with virtually no evidence that Midway have taken heed of the mountain of criticism fired at the previous two offenders.

The first thing you'll notice is the obscene amount of pop-up. Bridges, mountains and... well, *everything* suddenly materialises out of nowhere about 50 metres down the track. So, no matter how fast the game's actually running, you can't help feeling that you're playing a sub-standard launch title. Hardly the sort of thing you expect to see four years into a console's life.

Putting the lame graphics to one side, there are still a shameful number of unforgivable gameplay problems. The opposition's cars, for example, seem to be permanently magnetised to your own vehicle. Not content with just scrapping for position, they'll repeatedly smash into you, again, and again, and *again*. Manage to actually get past and you'll stumble across another which insists on giving you a battering – very irritating. Even the admittedly vast track selection isn't enough to pull this one out of gaming hell – they may look different, but every track plays almost *exactly* the same. You'll need to master just the one tactic: floor it and hope you don't break down in tears before the finish line.

In Midway's defence, a couple of niggles *have* been addressed this time around. Firstly, *Exotica* is certainly nippy and you *do* get the feeling that you're burning around each location at breakneck speed. The developers have also managed to dispose of the spooky grey glow which plagued *World*. In its place, though, they've implemented a repulsively garish colour-palette that had us ready to vomit.

We could go on all year about *Exotica's* considerable shortcomings, but we'll spare you the punishment. In fact, there's only *one* thing you need to remember: and that's to forget Midway's wretched *Cruis'n* series ever existed.

GERAINT EVANS

INFO BURST

CRUIS'N EXOTICA

FROM:	Midway
CART SIZE:	128Mbit
HOW MANY PLAYERS:	1-4
CONTROLLER PAK:	✗
CARTRIDGE SAVE:	✓
PASSWORD SAVE:	✗
EXPANSION PAK:	✗
RUMBLE PAK:	✓
TRANSFER PAK:	✗

WHEN'S IT OUT?

USA	UK	Japan
Now	TBA	TBA

COST: $50 (approx £35)

Looks pretty doesn't it? Don't be fooled – it doesn't make the game any better.

That's your reward for playing. Not exactly a Porsche is it...

PREVIOUSLY IN N64

Flick back to N64/43 for a peek at *Midway's Greatest Arcade Hits.*



◁ Shoot at rocks, collect minerals... those were the days.

△ The barren roads of Spy Hunter make for blistering speed.

△ Joust looks primitive, but it's brilliant fun.

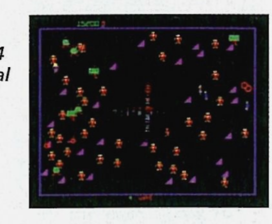
Not what the N64 was made for. ▷

◁ A bizarre Tapper minigame.

SPINE-TINGLE CENTRAL

It's always the little things that bring the tears of nostalgia welling up in our eyes.

ROBOTRON



The first time you reach Level 4 and see what seems like several hundred bloodthirsty robots transport onto the screen is particularly memorable, but we're also fond of the split-second psychadelic kaleidoscope between stages.

DEFENDER

That gratifyingly guttural start-up noise sounds like nothing else on Earth. But the best bit of Defender *is the first time all your human buddies are kidnapped, and you're suddenly dragged off to do battle in a terrifying alien-filled void.*

JOUST

The Pterodactyl is the stuff of nightmares. Spend too long clearing a stage and this disturbingly slender prehistoric bird comes screaming on screen – kill him with a lance-poke in the eye but if you're off by just a single pixel, you lose.

MIDWAY'S GREATEST HITS

All we can do is step back in time.

Haven't Midway got anything better to do? We've nothing against the reappearance of retro classics – but the nine months it's taken to bring us these six creaky coin-ops would surely have been far better spent conjuring up something *new*.

Still, Midway's back-catalogue is far better than most. Revolutionary side-scrolling shooter *Defender* is probably the best-known. *Sinistar* is less famous, but just as frenetic, while the screen-filling, multi-coloured blasting insanity of *Robotron* is as immersive as it was 20 years ago. *Spy Hunter* is a primitive driving game and *Root Beer Tapper* is a morally questionable quest to keep bar patrons moistened. Lastly, *Joust* is a superb soldiers-on-flying-ostriches battle game. They really don't make them like that anymore.

All six games have been perfectly converted by Digital Eclipse – the team behind last year's diddy Game Boy versions – and the analogue stick is a superb replacement for those chunky black arcade joysticks. It's just a shame that, aside from a laughably poor trivia quiz sub-game and a clunky 3D 'virtual-reality arcade' that's plainly been coded in a spare lunchtime, the cart's devoid of extras. Two-player *Joust* will raise plenty of laughs, but it's no substitute for four-player *Perfect Dark*.

Ironically, the tiny minority of N64 owners who *Midway's Greatest Arcade Hits* is aimed at will probably already have found a way of revisiting these timeless classics. But if you've got money to burn, and you remember Steps' 'Tragedy' the *first* time around, there's no better way to relive your wasted youth.

MARK GREEN



INFO BURST

MIDWAY'S GREATEST HITS

FROM:	Midway
CART SIZE:	128Mbit
HOW MANY PLAYERS:	1/2
CONTROLLER PAK:	8 pages ✓
CARTRIDGE SAVE:	✗
PASSWORD SAVE:	✗
EXPANSION PAK:	✗
RUMBLE PAK:	✓
TRANSFER PAK:	✗

WHEN'S IT OUT?

US	UK	Japan
Now	TBA	TBA

COST: $50 (approx £35)

△ The music in Tapper is ear-blisteringly bad.

△ Don't waste time in Sinistar – you'll get gobbled up like this.



Robotron 2084 – only hardcore gamers need apply here. ▷

If you were born after 1986, this won't appeal. ▽



△ An alien's grabbed a human – shoot him!

pluses & minuses

+
- Flawlessly-emulated classics.
- All the options you can eat.
- Six games on one cart.

–
- Feels rushed.
- Few extras.
- If you're 16 or under, you just won't care.

If you like this...

Namco Museum
Namco
N64/44, 70% (import)
Pac-Man and five other coin-op classics.



4 VISUALS
Tapper is in something approaching medium-res, we think.

6 SOUNDS
Every catchy tune and crunchy synth sound perfectly recreated.

5 MASTERY
Six, seven-foot monsters crammed onto a wallet-sized cart.

6 LIFESPAN
If you've been brought up on *Mario 64*, you'll ditch it in minutes.

VERDICT

The quality of Midway's six-pack just pips *Namco Museum*, but it's still of limited appeal to most.

71%

PREVIOUSLY IN N64 *Ready to Rumble Boxing: Round 2* caught us by surprise with a sucker punch, so we haven't previewed it. Sorry.

DAMN YOU!
It used to be Tim who hurled the controller across the room, and spewed language capable of embarrassing even the new, 'mature' Conker. But we were similarly enraged by the blatant unfairness in *R2R2*'s bouts. You'll clearly be first to strike, yet your punch just won't connect, allowing your opponent to strike from *exactly* the same distance and send you reeling. As much fun as being shouted at.



If you're thinking about my baby, it don't matter if you're black and blue.

Have that, son. Getting up again requires little effort.

You'll need to juggle stats cleverly to be effective in the upcoming prize fights.

Actor Jet Li displays a liking for Kiss and boxing.

Michael Buffer is just as annoying as ever, with his drawling speech.

Just like in the original, it takes a year to fall over.

READY 2 RUMB

More daft hairstyles and wobbly bellies...

So, the funniest boxing game ever to hit the N64 gets a sequel. Complete with astronaut-helmet afros, jiggling lovelies and oh-so-humourous national stereotypes. Sound familiar? It should do. In fact, we were considering excising large parts of issue 37's review of the original, and simply inserting them in here, since the pluses and minuses appear to be very much the same.

Midway appear to have put in very little effort renovating their middling scrapster. As before, you can enter a standard Arcade Mode, which unlocks secret characters; a Tournament Mode for up to eight chums – two at a time, mind; or a slightly more involved Championship Mode. The latter has two stages: the boxing and the training. Weighing up the pros and cons of each training regime, you select one of the nine routines on offer – punch-bags, aerobics, heavy steroids and the ilk – then choose either to play it as a minigame or let the computer do the sweating for you.

Again, you play these a bit like '70s electronic treat Simon, or they require rhythmic button-presses. A year ago, the game's strangely inaccurate sense of rhythm made this difficult to do and, amazingly, the problem hasn't been rectified – it's still a decent enough alternative to out-and-out, post-pub finger-mashing, but faults like these really should have been addressed.

Anyway, to the combat itself. To their credit, Midway have twigged that a game like this needs to be entertaining rather than a wearisome simulation of real life. However, some crucial points seem to have been overlooked. The packaging boasts all-new improved AI, but we spat tea across the room when we realised it was possible to get through the *entire* Arcade Mode using *just one punch*. In Championship Mode you'll need to play a more canny game, ducking and blocking to string together one of each character's three combos. It says one combo in the manual, but there are more out there. Looking up 'secret' moves on Midway's website hardly suggests deep gameplay,

LIFESPAN ***We spat tea across the room when we realised that it was possible to get through the entire Arcade Mode using just one punch.***

INFO BURST

READY 2 RUMBLE BOXING: ROUND 2

FROM:	Midway
CART SIZE:	256Mbit
HOW MANY PLAYERS:	1/2
CONTROLLER PAK:	2 pages ✓
CARTRIDGE SAVE:	✗
PASSWORD SAVE:	✗
EXPANSION PAK:	✗
RUMBLE PAK:	✓
TRANSFER PAK:	✗

WHEN'S IT OUT?

US	UK	Japan
Now	TBA	TBA

COST: $50 (approx £35)

VOGUE'S GALLERY

Have a gander at some of the hipsters on offer...

AFRO THUNDER
The game's wild-haired figurehead. Apparently he's recently been funking it up in Hollywood, pursuing a career in action films. Sensibly, he's been convinced to return to the safer world of duking it out with mammoth robots and cameoing celebrities.



LULU VALENTINE
Described as 'no one-dimensional woman', it seems readily apparent whenever Lulu moves that she certainly exists in a 3D universe. Why? Well, let's say that her anatomy is affected by the laws of gravity. That plus some ducking and weaving leaves little to the imagination.



"BIG" WILLY JOHNSON
Current fave round the office, this 19th century-style pugilist comes complete with handlebar moustache and olde-worlde bravado. Not much of a reach on him, but the psychological advantage is yours if you choose the Marquess of Queensberry lifestyle.



MICHAEL JACKSON
Quite what the enigmatic self-proclaimed Prince of Pop is doing here is anyone's guess. He shows surprising resilience for one who sleeps in an oxygen tent, though, it has to be said. The simulation of Jacko's trademark manoeuvres is brill, but his moonwalking taunt is the absolute bomb.






▽ *Doesn't seem fair to match this überbruiser with Selene Strike, particularly when the former is executing a mean combo.*

△ *The acrobatic entrances rival anything overweight wrestlers can offer.*

△ *Another one bites the canvas. Silly Brit.*

LE BOXING ROUND 2

but it's a worthy bit of complexity that does improve the single-player experience.

Ready to Rumble: Round 2 is clearly going to be at its best when you've got a mate – just the one, mind – round to partake in some decidedly chuckleworthy fist-sandwich delivery. Even more so when you uncover one or more of the hidden characters. The legal blurb at the game's start maintains that, in addition to Messrs Michael Jackson and Shaquille O'Neal, you will eventually get to face off against the ex-President and his good lady wife Hillary. It's certainly satisfying to taunt the opposition with a moonwalk, but to get anywhere near the others will take numerous hours of battling.

So, we still have the same problems with the game as we had about a year ago. Sluggish response, annoying collision detection and the overriding *averageness* of it all. Shame.

ALAN MADDRELL



△ *See Rivera's glowing gloves? That'll be a 'Rumble Flurry', then. Nicely.*

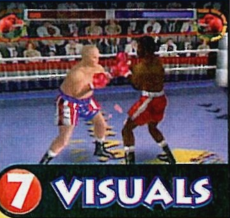
pluses & minuses

+
- It'll have you chuckling.
- Not mindless at all.
- The Championship Mode has longevity.

–
- Collision detection? Duh...
- You can win with just left jabs.
- A one-trick horse, essentially.

If you like this...

Knockout Kings 2000
EA
N64/35, 82%
The N64's first boxing game is still the best. Shame, really.



7 VISUALS
Bright, colourful, but as jerky as dried beef. Old hat.

6 SOUNDS
Good voices, but muffled, uninspired Ant 'n' Dec-esque music.

6 MASTERY



A reasonable boxer let down by sluggish response and mediocre animation.

6 LIFESPAN
If anger doesn't put you off, the career mode should last a while.

VERDICT
Not much has changed since the original, and that's not a good thing. Fun for a while, but not as competent as *Knockout Kings*.

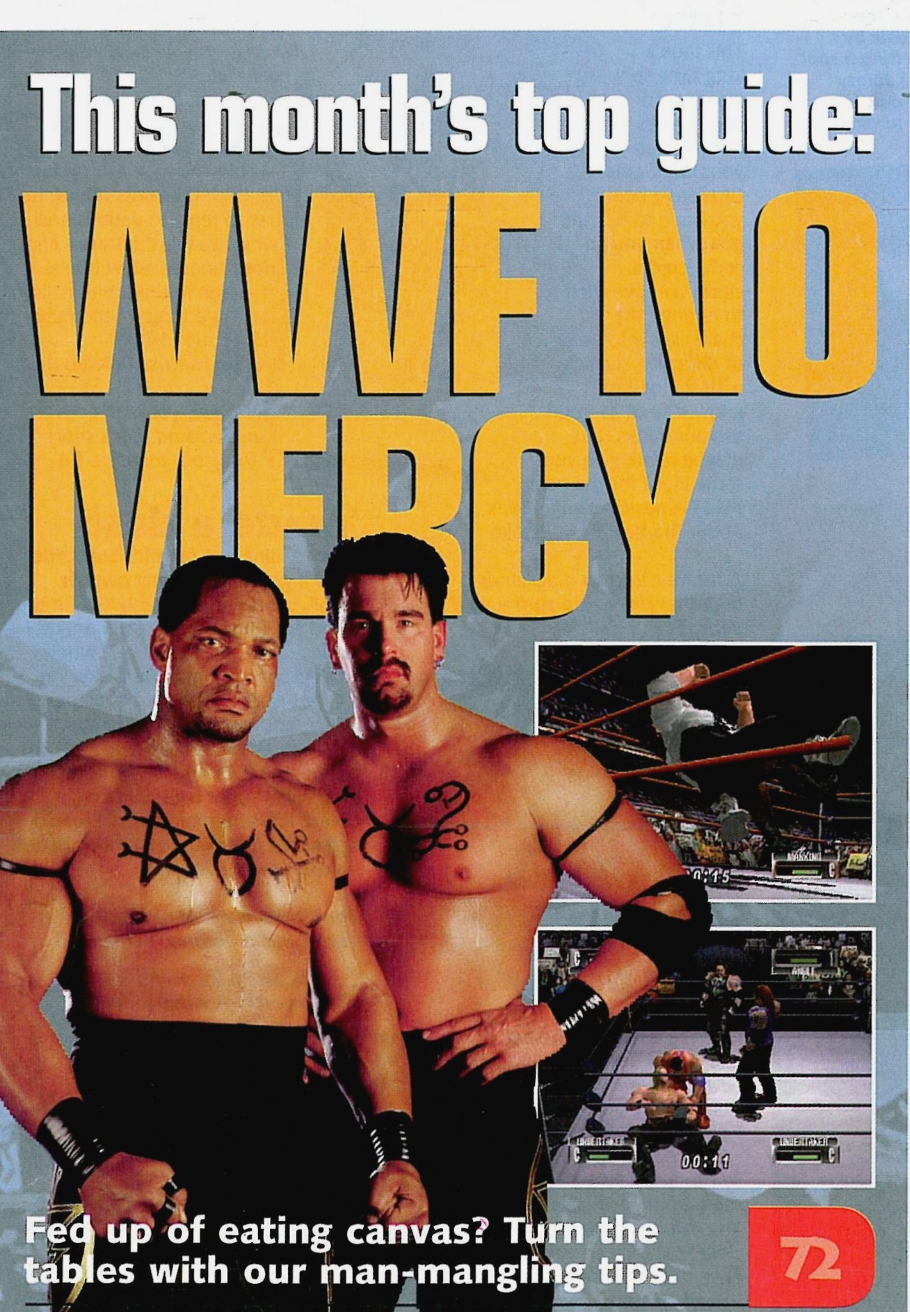
76%


WHAT DO YOU WANT FOR XMAS?
Everything you need to know about PlayStation 2 is in the latest issue of GamesMaster.
Plus FREE PS2 Launch Game Guide! Don't buy a PS2 game until you've read it!
ON SALE NOW!
PLAYSTATION 2
GamesMaster
PLAYSTATION 2
ZELDA
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SMACKDOWN! 2
MEMORY CARD

Welcome to Club 64, the part of the magazine designed to help you get the most out of your N64 games.

TOTAL GAME SERVICE FOR NINTENDO 64 OWNERS

Club 64



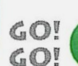
This month's top guide:

WWF NO MERCY

Fed up of eating canvas? Turn the tables with our man-mangling tips. 72







GO! GO!



Club 64 MAILBOX

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Each month, the **N64** Star Letter wins a G64 Steering Wheel with Rumble Effect (from RadicaUK Ltd: 01992 503133).
All other letters printed win a prized **N64** badge!



Nothing gets by you lot! From the N64 on the telly to the carefully hidden mistakes in N64 – you spot it, then tell us... now we're all happy.





Had a hard day running the town? Relax by letting a spot of Shigsy magic into your life.

'killing Navi'

I was watching the Powerpuff Girls on Halloween, and it was the episode when the Professor phones the funny old Mayor for a babysitter. Anyway, before the Mayor answers the phone, you see him playing *Ocarina of Time*. Every move he made, Navi said 'Oi!' and he lost five hearts for rolling into a wall, and three for killing Navi. You can even see the C-buttons and the A and B buttons. Seeing the Mayor fumbling over an N64 controller made me laugh – even cartoons love Nintendo!
Susie, via email

Well spotted. **Ed**

Correction corner

The bit where you get to rub our noses in our own whoopsies. Cheers.

In Dream On in issue 48 you mentioned *Dragonball Z 64*. Well, let me correct some things. Saiya-jin is the correct term for the characters, not Saiyan. And Namek Warriors can't turn Super Saiya-jin, only Saiya-jins can. Who needs Wil, eh?
Joshua Clarke, Birmingham

We do. Sob. **Ed**

I was flicking through issue 35 when I spotted my picture in Game Boy Gallery. But the caption said it was by Joshua Clarke of Chernobyl. I actually live in Birmingham!
Joshua Clarke, Birmingham

(Big sigh.) It was a joke. Geddit? **Ed**

In your *Pokémon Puzzle League* import review in issue 48 I was shocked to see you write that *Tetris Attack* on the SNES was released in 1992, *three times*! It was released in November 1996! Looks like Mark was dreaming...
Andrew Wynne, Banbury

Mark's just been escorted out of the building. **Ed**

I have an 'oopsie' for you. In issue 47, in your *Pokémon Stadium 3* Future Look, you had a picture of Waninoko. Further down the page he was in another shot, but the caption read: 'Arigeitsu doesn't stand a chance against Hatsamu's mighty claws'. No mention of Waninoko there.
Michael Brett, Worthington

Oops. **Ed**

'long time'



This took a long time so please read it – it works the same as your last Games Challenge book: you have to tick the box when you've completed a challenge. I've tried to arrange the challenges into order of difficulty, starting with the easiest. I know it's not as good as your books, but maybe it will give you some ideas for the next **N64** Games Challenge Book.
Robin Bradley, Basingstoke

A future career in magazines beckons. This is top stuff – well done. **Ed**



'one better'

My class was asked the other day to make a mask with card and paints. I went one better and made two – Mario and Donkey Kong. I didn't know what to do with them, so I thought I'd bung them in the post to you. The eye holes are too close together, so you'll have to improvise. Enjoy!
Robert Grayson, Coulsdon

We put them on and stumbled round the office for a while. Mark looked particularly fetching with his DK mask on. Thanks very much. **Ed**

'for Ed'

I would like to speak up for Ed. Each thankless month he has to reply to various anal, whiny readers' letters – and does Andrea allow him a mention in the honours list on page three of the mag? Does she b!@!$?
Craig Morris, Colwyn Bay

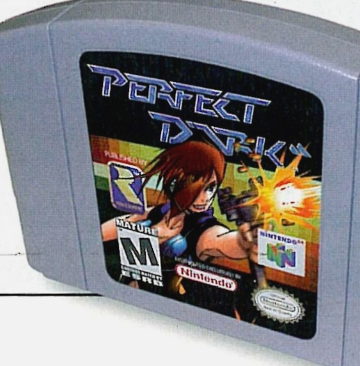
No, see, you don't understand. Ed is short for... oh, forget it. **Ed**

'made a dash'

After reading last month's Star Letter I had a go at making my own Dr Caroll, but failed miserably. Still in the mood for some *Perfect Dark* antics, I made a dash for the *PD* cart when I realised something... the sticker on the cart is awful. Like really crappy. Which got me thinking... Hmmm... As a free gift would it be possible to create a new *Perfect Dark* sticker, using Wil's super issue 39 front cover? I'm sure many people would agree that it looks soooo much better.
Joseph Scott, Liverpool

Don't think Rare would be too happy. But it does look smart. **Ed**

Wil's art meets the PD cart – isn't computer retouching great?



'on earth'

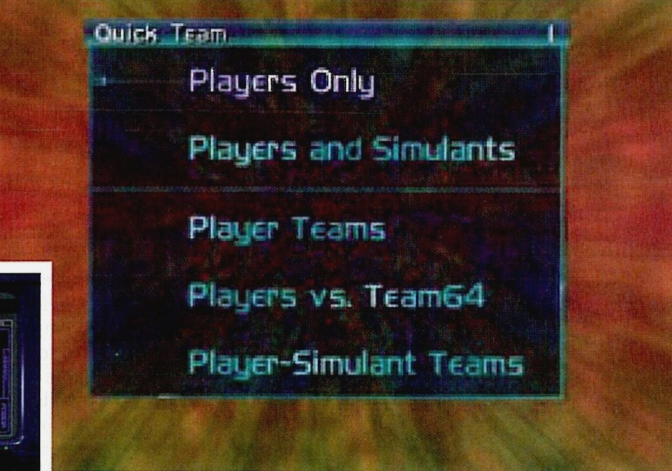
What on earth is going on with you? Who are you? I've got proof here that you're not the normal Team **64**, but actually N64 developers under the codename Team **64**! After watching the end sequence of *Mario* while holding Z, accidentally removing my Controller Pak during *Turok 2*, finishing *Body Harvest twice*, beating the special world in *Mission: Impossible*, holding L and R while starting Toad's Turnpike and shooting *all* the cheeses in *Perfect Dark* – including the WAR! one – I knew for sure that you aren't 'just' Team **64**. What have you got to say now, huh?
Rob Koopman, The Netherlands

We're speechless. **Ed**

There's nothing like running around the office, Mauler in hand...



Crossing the road outside can be tricky when we're karting.



What's this? A new Perfect Dark deathmatch option? You'll be kind to us, won't you?



"Your mission, should you decide to accept it, is to seize control of The Stick..."

'this jumble'

I was reading through Dr Kitts (**N64**/48 page 83) when I spotted that the code to get the Naboo Fighter is '!YNGWIE!'. This jumble of letters is strangely the first name of the long-haired, Stratocaster-toting Swedish rockstar, Yngwie J. Malmsteen (yes, I know you've never heard of him). Is this just a coincidence or are LucasArts fans of his light-speed guitar solos?
Rob Hack, email

And there we were, thinking 'Yngwie' was a mere password.

You underestimate our rock knowledge. Paul – he's in a band himself, see – got all excited at the mention of Yngwie. Apparently he's a big fan – probably something to do with the hair. Can't comment as to whether LucasArts feel the same, but seems like more than just a coincidence... **Ed**

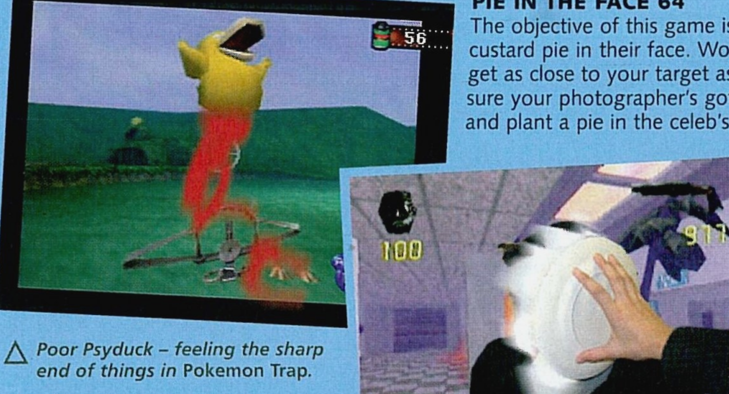
DREAM ON

Struck by a bolt of game inspiration? Tell us, then!

POKÉMON TRAP

This game has a similar concept to *Pokémon Snap*, but here you play a trapper hunting down all 251 Pokémon. You have a variety of traps and weapons and some downright hideous ways of capturing the little monsters. Once caught, you can sell them on the black market, slaughter them and sell their skins, or harness their special abilities by cutting out their organs and bottling them in brine. You'd earn money for the quantity and quality of Pokémon you trade.
Ruairidh McBride, Caithness

Nice. **Ed**



Poor Psyduck – feeling the sharp end of things in Pokemon Trap.

You can't really tell, but this is how Alan would look if you socked it to him in Pie in the Face 64. Ho ho.

PIE IN THE FACE 64

The objective of this game is to to humiliate celebrities by sticking a custard pie in their face. Working for a tabloid newspaper, you have to get as close to your target as possible using stealth. Then, when you are sure your photographer's got a good shot lined up, you need to move in and plant a pie in the celeb's mug. Points are awarded for accuracy and how well the photos turn out – which reflects your timing. You could also give the victims real people's mugs with the Transfer Pak and then pie your friends and family.
Nick Hagan, Farnham

I never thought celebrities were real people either. **Ed**

**Send your ideas for games that you'd like to see to:
Dream On, N64 Magazine,
30 Monmouth Street, Bath, BA1 2BW.**

GO! GO!

BONUS LETTERS

If you look at Link or Mario, you can see that they are full of Shigsy's love.
Olli Nordling, Finland

Absolutely brimming with it. **Ed**

That icy stare reminds me of Kittsy.
Bobby Matthews, Kingston-upon-Thames

Scary, eh? **Ed**

Despite the poor reviews, *Superman* is a fantastic game.
P. Raveneau, Weston-super-Mare

No. You're definitely wrong. **Ed**

What is the business about Andrea and The Stick?
Tom Buckley, Wirral

You'd rather not know. **Ed**

Do Tim and Jes pop by the office sometimes?
Ken Lau, Beverley

Unfortunately, yes. **Ed**

I've said too much.
Craig Morris, Colwyn Bay

You're right. You have. **Ed**

I'm so deeply in love with Link I want to kiss him.
Leanne Baldason, Burnley

This worries me. **Ed**

They've been at it a lot recently, do you think it could be Wil's influence?
James Talbot-Hammond, Farnham

If saucer-eyed schoolgirls with thigh-high skirts and white ankle socks are involved, then almost certainly. **Ed**

Do you really glue your hair down with toothpaste?
Admiral of the Fleet Grant Macmillan, via email

More to the point, are you really an admiral? **Ed**

Sorry for sending this by email, but I couldn't be bothered to write a letter.
Alex Dunhill, via email

What a coincidence – I've only printed this bit of your missive, because I couldn't be bothered to type it all in. **Ed**

'soundtracks'

I was reading issue 48's 'On the Record' feature and I was particularly interested in the *Zelda* CD soundtracks. Where can you get them from?
Mark Backler, via email

We were really impressed with Computer Exchange after paying them a visit for last month's 'Buyer's Guide' feature. You could try calling them on 020 7636 2666 or visit their website at www.cex.co.uk. **Ed**



△ *All the Zelda music, including Ocarina tunes. Top notch, says Mark.*

'younger end'

I was reading your interview with Shigsy (**N64**/48, page 30) – great piece by the way, love the guy – when I happened to look at the side columns, listing hopeful future releases for the Gamecube. I began to get worried. Right at the top were *Creatures*, *Tiny Toons* and *Animaniacs*. Is it happening again? Is the Gamecube going to be swamped with childish titles? I respect Nintendo's philosophy, but this is going too far. Basically, I know I'm going to get a Gamecube, but I'm just hoping that this 'family console' thing isn't veering towards the younger end of the family...
Chris Tonks, Southampton

You've got nothing to worry about – take a squint at what the chap below has to say. **Ed**

'this world'

Most people think that Gamecube is aimed at young children. But doesn't gameplay matter? What would happen to this world if people liked only violence? So what if a game hasn't got blood – *Zelda* is the best game I've ever played, yet I didn't see any blood in there, and it certainly wasn't a game aimed at mature audiences, either. And Nintendo aren't the only publishers working on games for Gamecube. With the console's ease of use, there should be hundreds of developers, and they won't all be aiming their games at kids. Just look at *Too Human* and *Resident Evil: Zero*. I think Nintendo are the greatest developers in the world, with the greatest games. Sure, mature games are fun, but less mature games are as good or even better. And that's all that counts.
David Catena, via email

Couldn't have put it better myself. **Ed**



△ *Don't worry, Gamecube will have mature titles too, like Resi: 0.*

▽ *And they don't have to contain blood, either –* Too Human *doesn't.*



So tell me this

What happened to the 64DD?
Gavin Lilly, Burnham-on-Sea

Ahhhh, the 64DD. It's all but obsolete we're afraid. Japanese company Randnet, the people responsible for providing Internet services for the add-on system, recently announced that they were winding down their services and have stopped accepting applications for any new users – not that they were inundated with requests anyway. With Nintendo now focusing on Gamecube and GBA, the 64DD will soon be just a distant memory. Shame, eh?

1. I've got *Pokémon Silver* and *Pokémon Gold*, but is there such a thing as *Pokémon Bronze*?
2. Can I play *Pokémon Yellow* via the Transfer Pak on *Pokémon Stadium*? There's no mention of it on the box.
3. Are there any Pokémon games scheduled for the Game Boy Advance or Gamecube?
Adam Snape, Preston

1. No. But Nintendo are bringing out Pokémon Crystal – in fact, by the time you read this it should be on sale in Japan. It won't feature any new monsters, but it'll be compatible with the Mobile Adaptor GB, which means that gamers will be able to link up and play against each other via their mobile phones.
2. Yes, you can.
3. Yep. Nintendo head honcho Hiroshi Yamauchi let slip a while back that there'll be a Pokémon game on Gamecube. And there's just bound to be a GBA Pokégame.

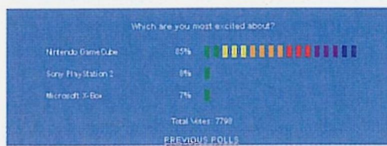
1. How many of the buttons on the Gamecube's controller will be analogue sensitive?
2. The person who created *Metroid* is, unfortunately, dead. Am I right in thinking that he's the same person who created the Game Boy?
3. Did it really take Miyamoto just three days to write *Super Mario 128*?
4. Is the game really going to be bundled free with Gamecube?
Francis, London

1. The L and R buttons on the Gamecube controller are now analogue sensitive – so they'll be

'amazing 85%'

While surfing the Net, I stumbled across this: "T3, the technology magazine, recently held a poll on their website to ask which next-generation console the public were most looking forward to. The results were nothing short of stunning, with the Nintendo Gamecube grabbing an amazing 85% of the vote."
Ian McNaull, Edinburgh

Just goes to show that the readers of T3 – one of our many sister mags – are kept very well-informed. **Ed**



△ *T3 Mag's online poll. Now this is the kind of voting that really interests us.*

▽ *Solar-powered art from Kerrie Robbins – and this was just so her **N64** Board pic didn't get bent on the way here!*



'bad posties'

An early Christmas present for you. The wood thing (done with a magnifying glass and the little sunshine we had this summer) is to stop the 'bad' posties out there from bending my lovely picture, and it's a masterpiece in itself. It is also proof of how bored I was in the six weeks holiday.
Kerrie 'Nintendo Freak' Robbins, Wolverhampton

A masterpeice indeed – although I wouldn't recommend anyone else trying this at home. We've popped your beautiful picture on the **N64** *Board opposite.* **Ed**

able to sense how far and how hard they're being pushed. There are also two analogue sticks now – the extra one replaces the C-buttons on the N64 controller.
2. Sadly, yes. As reported way back in ***N64****/9, Gumpei Yokoi, developer of Metroid and inventor of the Game & Watch, the Virtual Boy and the Game Boy was killed in a car accident in October 1997.*
3. Apparently, yes.
4. When we interviewed Miyamoto at ECTS he said it would be nice if Super Mario 128 was given away free with Gamecube at launch. But that doesn't mean it'll definitely happen, mind.

Has GBA got a back-lit screen?
James Mudd, via email

No, it hasn't. It does use technology found in the latest digital cameras, which will make the screen easier to see in daylight, but you'll need to purchase one of those handy light things to play your GBA under the covers at night.

Got a Nintendo-related query that's just begging to be answered? Well, scribble it down (legibly, mind) and pop it in the post to us at:
So tell me this...,
N64 Magazine,
30 Monmouth Street,
Bath, BA1 2BW.

The N64 Magazine BOARD

Now Incorporating Monster Museum! Nintendo World

◁ *The Wirral's Chris Woodward got busy with the felt-tips to bring us this Pokémon party!*

James Deakin from Liverpool seems to have found inspiration in issue 48's Mega Man Future Look. Nicely! ▷

◁ *Mario Tennis. A fine game, and a fine pic from Dorset's Michael Bendoraitis.*

▽ *Another Mario Tennis pic: this time Luigi, courtesy of Martin Pullen from Kent. Cheers!*

△ *Here's that pic from Kerrie Robbins. We see why she wanted it to arrive safely!*

HOW TO...
keep your trousers up in
WWF NO MERCY

It's not all greasepaint and over-acting.

WHAT WE SAID



We reviewed *WWF No Mercy* in issue 49 and this is what we concluded:

"Bandannas off to THQ for producing, yet again, the most respectable game of its type. Even cynics should lap this up."



Way back in October 1999, in Cleveland, Ohio, Edge and Christian took on the Hardy Boyz to win the affections of Terri Runnels – and some hard currency of course. Ladders were set up ringside for the most dangerous decorating-related scrappery the WWF had ever seen. Jeff Hardy was the lucky winner on that occasion – but we're here to lovingly ensure that it's you who swaggers away with a suitcase of lolly and a lovely lady on your arm.

You'll be needing a veritable arsenal of sage advice from experienced grapplemongers. Unlocking absolutely everything will take an insanely long time – beating Survival Mode alone can take upwards of two hours if it all goes right. We've pooled our collective experience, enacted a few real-life high-flying manoeuvres and collated the results just for you. With improved animation and more wrestlers than you can shake a bunch of roses at, you're in for quite an enjoyable ride...

by Alan Maddrell

WHO?

Sad that your fave rassler isn't in the game? Take comfort here, then...



Bret 'The Hitman' Hart

Body: Medium 1
Face: Male 80
Hair: Middle 2
Front Hair: 53
Accessories: Boss Man
Ring Attire: Eddie 1 in white/pink
Upper Body: D'Lo in pink



Jerry Lynn

Body: Medium 2, fourth skin shade
Head: Male 2
Face: Male 79
Hair: Middle 2
Front Hair: 7
Ring Attire: Y2J in yellow/blue
Wrist Band: 1 in white



Scott Steiner

Body: Thick 1, fourth skin shade
Head: Male 1
Face: Male 76
Hair: Short 2
Front Hair: 35
Ring Attire: Semi-short in red
Knee Pad: Knee Pad 2 in black

BE CREATIVE

It takes a lot of effort to become a superstar, in and out of the ring.



True, most of the off-the-rack wrestlers work very nicely as they are, but they're no substitute for a custom-tailored rasslin' machine. If you want to win belts, it's essential to change your man's endurance, recovery rates and so on, plus change his moves to your liking. For example, select a grapple that doesn't involve lifting to get rid of the wider opponent. We like to pull off running clotheslines and submission holds that are not easily countered, too. P.S. If you have a US version, make sure to change your fella's reaction to blood to 'aggression'.



△ Shame you can't intimidate the computer.



Certain moves are less easy to counter. Got it? ▷

PLAY BY THE RULES

Listen up, fool! Ah'm gonna learn you now!





As *Wrestlemania* fans will be able to testify, you have to pay close attention to which rules are enforced in order to win matches. This is even more important in *No Mercy*, since if you don't keep an eye on the rules during a title bout, you can kiss your chances goodbye.

Always know whether or not you'll be DQed for smacking a chair on your foe's bonce, as that's very frustrating. Similarly, if ring-outs are allowed, be aware of how long the count is. We've jumped back into the ring at the stroke of the ten-count only to see eleven and twelve come up. Whoops.

◁ See? With a little teamwork, anything's possible – what a lesson.

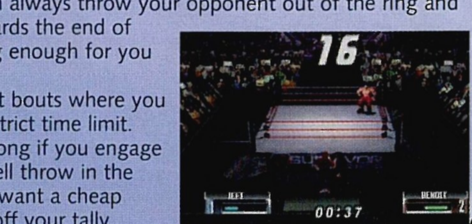
DON'T PLAY BY THE RULES

No Mercy is all about doing maximum damage to your opponent in the shortest space of time. Learn it here.



Certain rules are definitely advantageous to the player. The ability to pick up a weapon or run backstage is invaluable, since the computer wrestlers are not too skillful with weaponry. Also, the ring-out is most certainly your friend. It's a sneaky way to win, but you can always throw your opponent out of the ring and execute a submission hold towards the end of the count. That'll floor 'em long enough for you to jump back in and win.

This tactic is essential in belt bouts where you positively *have* to win inside a strict time limit. We suggest you get straight to the point, as bouts take far too long if you engage in any actual wrestling. If the time limit passes, you might as well throw in the towel. Mind you, if it looks like you're losing the bout and you want a cheap win, simply quit the match and it shouldn't knock a 'continue' off your tally.







Amish Roadkill

Body: Fat 1
Head: Male 4
Face: Male 62
Hats/Caps: Scotty's hat in black
Ring Attire: Boss Man
Upper Body: Long sleeve, plain white button



Sandman

Body: Medium 2
Face: Male 80
Hair: Short 2
Front Hair: 18
Facial Hair: 9
Masks/Etc.: Matt's Accessories
Ring Attire: Leather Pants 1



Yokozuna

Body: Fat 2, dark skin
Head: Male 5
Face: Male 23
Hair: Ponytail 1
Front Hair: 28
Facial Hair: 9
Ring Attire: Mawashi

GO! GO! ▷

FIGHT TO WIN

Here you'll find some serious tippage on the actual business of fighting. Take note, weaklings.

HERNIATION

Would it be fair to suggest that wrestlers are overweight and overpaid?

When you find yourself up against a hefty momma of a wrestler, it's probably not worth trying to do a conventional lifting-type grapple against him, since you'll end up hurting yourself. Either change your wrestler's grapple move to a safer one, or seek alternative means of defeating him. We've managed to lift the fatties by hammering buttons randomly, but it's hardly worth the bother.

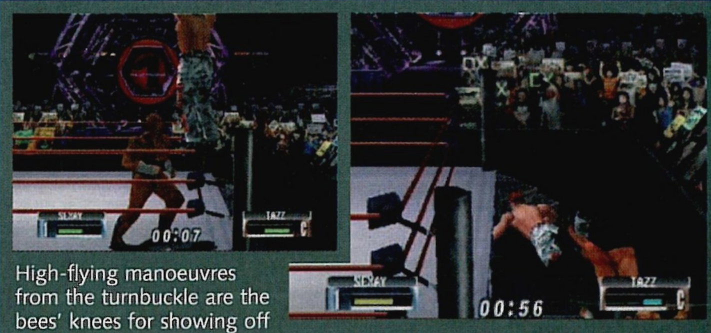


△ *Only a fool tries to lift man-mountain Mankind.*



GERONIMO!

I wish I could fly right up to the sky, but I can't. I can? Oh. But should I bother?



High-flying manoeuvres from the turnbuckle are the bees' knees for showing off to your mates, and can deliver some serious crippling. However, if you want to win a belt, you'll find they're the ant's pants. The reason for this is that they tend to backfire quite a bit, which can leave you hurting just as much as your would-be crashmat…

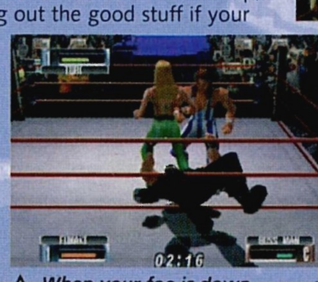
MORTAL COMBAT

General melée hints that no self-respecting thug should be without.

There's an increased emphasis on reversals and counters in *No Mercy*, which means that you'll have to play a more careful game of Bash the Baldie. If you attempt a high-powered move straight off, you can pretty much expect it to be thrown back in your face. Pull off some cheap, weak moves before moving in for the kill. Similarly, don't try dishing out the good stuff if your foe is having his second wind, so to speak. Also, running then holding A tends to be effective, with the opposition countering you only infrequently. In general, though, you'll be wanting to play a rather canny game to guarantee success. Only rarely will out-and-out aggression deliver the goods, particularly when there are several rasslers in the ring.



◁ *A taunt is always worth it, especially when it's two on one. Loser!*



△ *When your foe is down, make sure you do some extra damage. Essential.*



OH WOE IS ME

One of the games's most effective moves. Master it, grasshopper!



△ *Ah. Split the wonga 50/50?*

How do they get in there in the first place? ▷

The excellent Cage Match makes a welcome reappearance in *No Mercy*, and you can take full advantage of its steel walls to ensure a win. The most successful way to clamber to victory is to execute a Tree of Woe or special finisher on your opponent, then use the time that gains you to scamper up the bars to victory. Hammer A, B and Top-C to climb out. How do you pull off a Tree of Woe? Perform a short grapple when your opponent is slumped in the turnbuckle, then hit L to turn him around. Finally press Left-C when standing in front of him. Nicely!

LADDER IN YOUR TIGHTS

The Ladder Match is a great laugh, and the tactics required are very similar to *Wrestlemania*'s Cage Matches. Simply knacker your opponent sufficiently so that you've got enough time to leg it to victory. Again, the Tree of Woe works a treat here, as does smacking your opponent with the ladder in question.



However, do be especially careful not to make your move before its time: if you're knocked to earth from a great height, you leave the door wide open for your enemy. Tag Team matches are easier to win if your chum can keep the opposition busy.



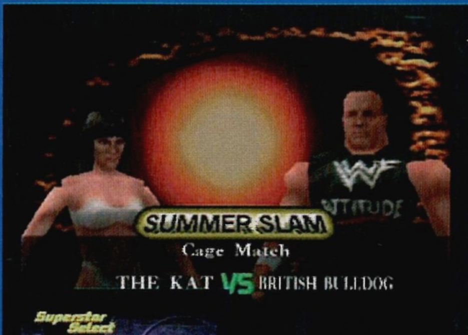
◁ *Ooh, a premature effort. This is sure to end in pain.*

GENERAL MAYHEM

No Mercy's such a complicated beast, there's info that we just couldn't fit in under any other sensible heading. So here it is.

ALL'S FAIR

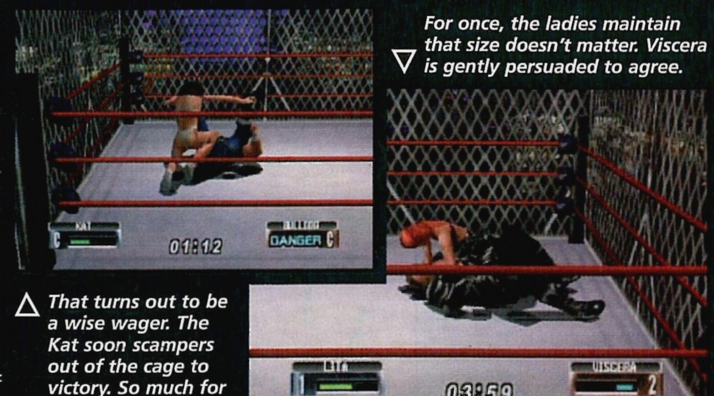
'Tis often the way of a sloppily-made game that selecting one character gives you an unfair edge. Not so with THQ's definitive rassler, where everyone from the Rock to Señor Whothehellisthat has something going for them.



Interestingly, we'd place wagers on the Kat here. Any takers?

Now the smartest wrestlers are ladies. There's not a duffer among them.

One criticism levelled at *Wrestlemania* was that some of the wrestlers were clearly far superior to others. Not so with *No Mercy*, as you'll quickly discover when Kane is scratched to ribbons by The Kat. So, it really is worthwhile spending some time experimenting to find which wrestler has the moves that'll pay off for you. Have no fear of picking a dud, son.



That turns out to be a wise wager. The Kat soon scampers out of the cage to victory. So much for the old empire.

For once, the ladies maintain that size doesn't matter. Viscera is gently persuaded to agree.

UNLOCK MY HEART

Don't be dismayed that you might have to put some serious time in to unlock some of the game's best stuff. We've been at it hard and long, and have managed to unlock some of the goodness…

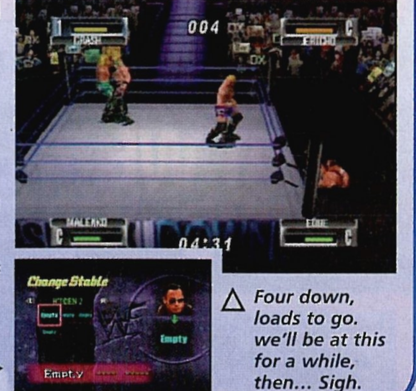


Godfather's alter ego would never do this.

Beat characters in Survival to unlock them.

- Beat Survival Mode and your final opponent will be Andre the Giant (urk!). Beat him – it's not easy, so use specials – and you'll get him as a playable character.
- Fancy a bit of Earl Hebner? Beat the World Belt and he's yours.
- Our old favourite Cactus Jack becomes available if you choose the right path in the Hardcore Belt.
- Other characters can be unlocked in the Survival and Career Modes. If you see a secret character, beat them and they're yours.

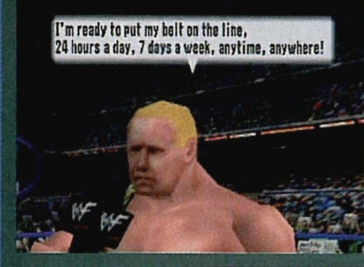
These slots are soon to be filled with nutritious goodies.



Four down, loads to go. we'll be at this for a while, then… Sigh.

STRAIGHT TO THE CORE

We spent countless hours running up and down the backstage corridors of WWF-land. Then we sat down and played the Hardcore rules. Here's some of what we learnt.

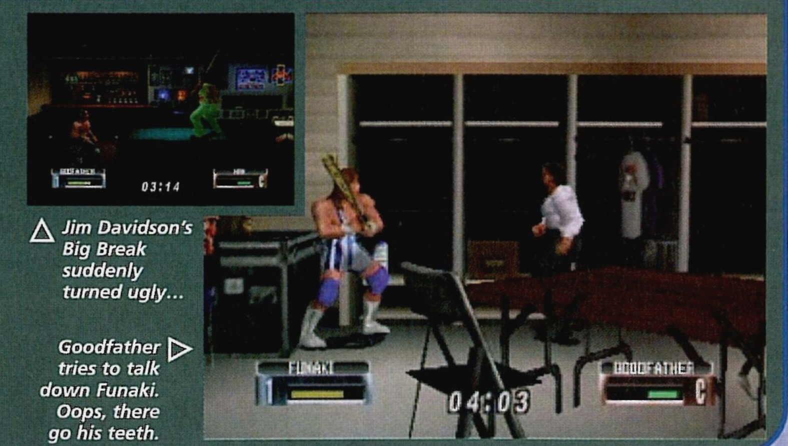


They call this 'smack talk' in the USA.



Funaki sends Goodfather straight to hell.

Hardcore rules are perhaps *No Mercy*'s greatest innovation, but to be quite frank they're not really all that useful if you simply want to win. Particularly in the case of the Hardcore Belt, you sometimes have no option but to fight backstage. If you are in the ring area, though, it's not worth going outside the main arena – there is a greater supply of weaponry ringside, just as much opportunity to hurl your enemy into something hard, plus you don't have to bother fiddling around trying to throw anyone out through the door and the like.



Jim Davidson's Big Break suddenly turned ugly…

Goodfather tries to talk down Funaki. Oops, there go his teeth.

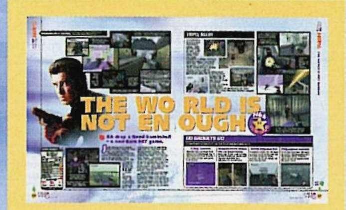
HOW TO...

shake and stir your way through THE WORLD IS NOT ENOUGH

by Mark Green

How to be the man with the golden touch.

WHAT WE SAID



We reviewed *The World is Not Enough* in issue 49 and this is what we concluded:



"It might not have many new ideas, but *TWINE* shoots, sneaks and snipes with the best."



By and large, *The World is Not Enough* is satisfying stuff. By 'borrowing' the best bits of *GoldenEye* and buffing them up for the year 2K, Eurocom have created a game that's right up there with Rare's Bond-based blasterpiece.

But the evil-hearted geniuses at Eurocom obviously found *GoldenEye* a little *too* easy – because *TWINE* is one of the most maddeningly, hair-rippingly, teeth-grindingly difficult games we've ever come across. Playing through on Agent mode is nightmarish enough, but up the difficulty to 00 Agent and you're likely to spend the best part of a week trying to crack the very first level.

Luckily for your sanity, **N64** is here to help. After countless sweat-addled evenings – and 15 smashed TVs – we've co[illegible] four pages' worth of sleek stealth-lad[illegible]. Pay attention now, 007...

PRE-MISSION PREPARATION

Swagger into a level, guns blazing, and you'll buy it within seconds. So prepare yourself...



CONTROLS

There's no need to stick with the default controls. Accurate gunplay is much easier when the analogue stick is responsible for aiming, so use the Control Setup menu to change to the Infiltration setting for a much more satisfying game.



CHECK INFO

It's *vital* you absorb the mission and surveillance info, as M, Robinson, Q and R have almost all the facts you need to complete your objectives. If you get stuck early on, it's probably because you didn't read through the briefing thoroughly.



CONTROLS AGAIN

Whether you've plumped for the default control style or not, there's a wealth of button combinations – such as A+B to switch between gadgets – that should give you a much simpler life. Learn them all before you start.



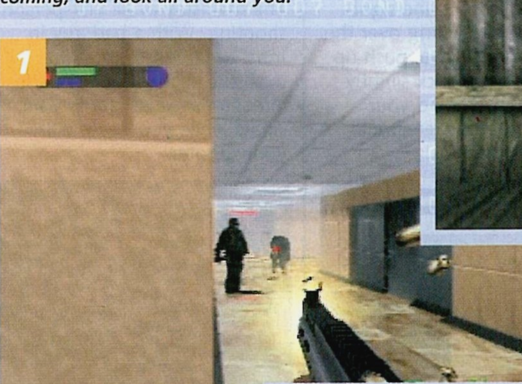
CUT-SCENES

It's tempting to hammer away at A and dispense with the game's cut-scenes, but there are vital clues in those story segments – watch them carefully the first time around to put your mission objectives in some kind of context.

I, SPY

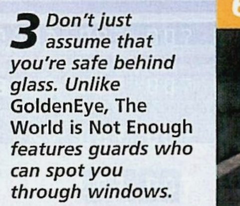
If you're regularly on the receiving end of a guard's bullet, these sneaky tips should help…

1 Make your way around each level slowly. Sidestep around corners to see what's coming, and look all around you.



2 Strafe (sidestep) as much as humanly possible. If you walk in a straight line, you're a sitting duck for waiting snipers.





3 Don't just assume that you're safe behind glass. Unlike GoldenEye, The World is Not Enough features guards who can spot you through windows.



4 There's no point stumbling into doorways. Open them, step back in case of an ambush, then sidestep through to see clearly.

5 If you're approaching a junction and are low on health, take the safe option – creep around very slowly in case of lurking troops.



6 Sooner or later, you'll get shot at. Find the nearest crate or table and duck behind it, then peer around for the source of the gunfire…



7 …but be careful what you choose to use as your makeshift shield. Cars, fire extinguishers and barrels will explode if they're shot.

8 It's easy to be surprised from the rear, so make sure that you thoroughly clear every room, and keep a mental map of cleansed areas.





△ Stay back – they'll spot you if you're close.

◁ Use night-vision specs wisely.

△ Don't skip cut-scenes – they often contain vital information.

ARTIFICIAL UNINTELLIGENCE

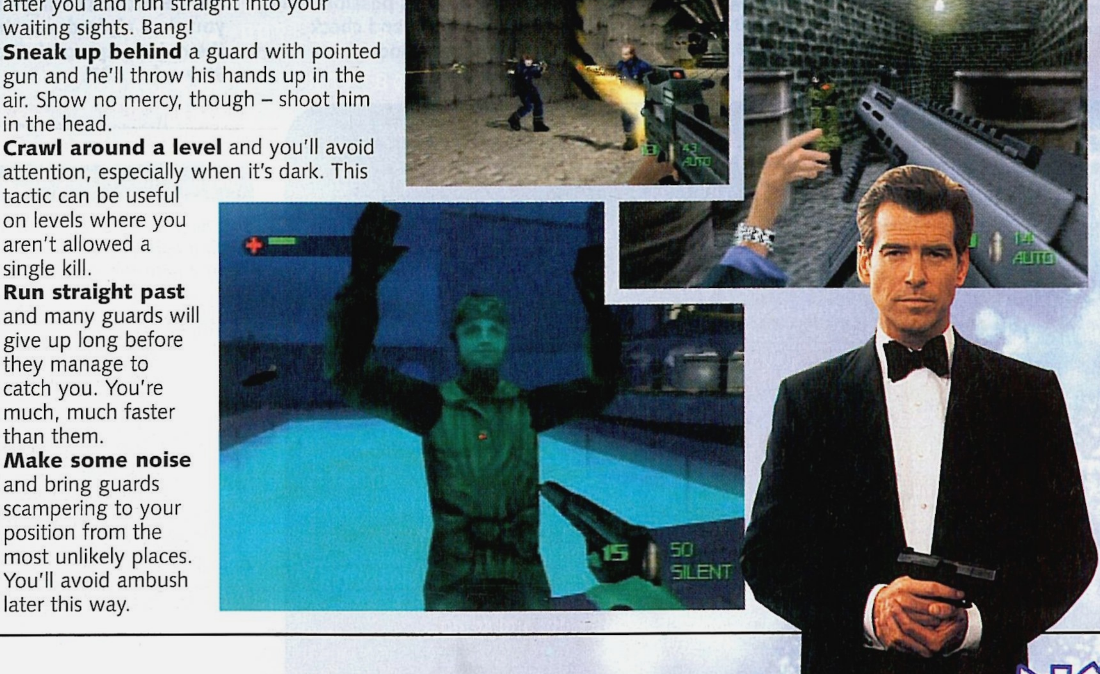
Waiting around corners can pay dividends – the guards will simply chase after you and run straight into your waiting sights. Bang!

Sneak up behind a guard with pointed gun and he'll throw his hands up in the air. Show no mercy, though – shoot him in the head.

Crawl around a level and you'll avoid attention, especially when it's dark. This tactic can be useful on levels where you aren't allowed a single kill.

Run straight past and many guards will give up long before they manage to catch you. You're much, much faster than them.

Make some noise and bring guards scampering to your position from the most unlikely places. You'll avoid ambush later this way.





Unlock Castle map
Beat Underground Uprising on Agent in 2'15"

Unlock Forest multiplayer map
Beat Night Watch on 00 Agent in 2'20"

Unlock Air Raid map
Beat Masquerade on Agent

Unlock Ski Lift map
Beat Cold Reception on Secret Agent in 3'15"



Unlock Exotic Skins
Beat Cold Reception on 00 Agent in 3'15"

Unlock Soldier Skins
Beat Midnight Departure on Agent in 3'05"

Unlock Mercenary Skins
Beat Midnight Departure on Secret Agent in 3'30"

Unlock Scientist Skins
Beat Masquerade on 00 Agent in 4'20"

Unlock Civilian Skins
Beat City of Walkways I on Agent in 3'35"

Unlock Covert Skins
Beat City of Walkways I on Secret Agent in 3'45"

SIX WAYS TO KILL A MAN

You wouldn't just half-heartedly point your gun and fire, would you? James Bond is *classier* than that...

Headshot

An accurate shot to the bonce means an instant kill – without exception. You'll avoid damage, save time *and* conserve ammunition, which is all-important in the bullet-starved 00 Agent mode.



Wound First

Hitting the head with your first shot is all but impossible, so – to avoid taking flak while you aim with R – shoot a guard once in the belly, arm or leg to slow him down while you line up his head.



Upspray

When you press R, the sights will usually be floating over the enemy's stomach. So, push up on the analogue stick slightly as you tap at fire and your second or third bullet should hit the face.



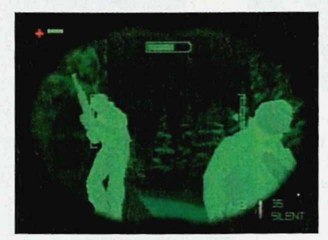
Circle-strafe

The mainstay of all first-person shooting. With a bad guy in front of you, sidestep, but push the stick in the *opposite* direction to keep him in your sights while you let rip with your shooter.



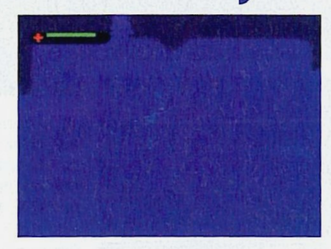
DON'T TOUCH THAT, BOND!

Keep Q and R happy by minding your P's and Q's with gadgets.



NIGHT-VISION GOGGLES

You might not realise that these automatically recharge when they're not in use, so feel free to loiter around in a safe area and wait for them to get their juices flowing again. Dead useful for spotting faraway guards as bright spots, especially in the forests.



X-RAY VISION

Don't rely on this gizmo too much, as its horrendously limited field of vision means you might miss guards in the distance. Stand as close to a hedge or wall as possible when switching it on, and check through *every* door you stumble upon.



BOMB DISPOSAL KIT

It's easy to blow yourself to bits with this beauty. Select it, then press Z while staring at the bomb itself. Now tap Z – *slowly* now – until the blue bar has depleted, making sure that you slow *right* down should the red bar approach the top. Stay calm, 007.

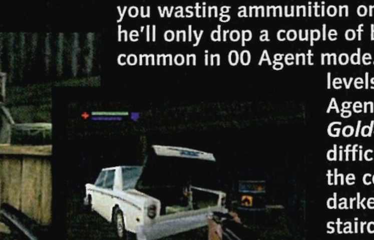


GRAPPLE-HOOK WATCH

If you find yourself stuck in an area without a ladder, chances are your Q-branch watch's grappling powers will come to your rescue. Search the ceiling for a yellow-and-black panel, then fire once at it. Run towards the rope to climb up, then leap off. Nicely!

GRABBING MACHINE

There's no limit to what Bond can carry with him, so grab everything you find. Ammo is the most vital collectible – search every guard you murder, loiter in an area and wait for reinforcements to arrive if you need more rounds, and glance at the Secret Stash box to the right for some secret hidey-holes. Remember to balance income against expenditure, too – there's little point you wasting ammunition on a faraway guard if he'll only drop a couple of bullets, which is common in 00 Agent mode. Body armour litters levels on Agent, Secret Agent, and – unlike *GoldenEye* – 00 Agent difficulty, too. Try looking in the corners of rooms, in darkened areas behind staircases, behind doors that you'd normally not bother with, and so on.



SECRET STASH



Likely hiding places for goodies.



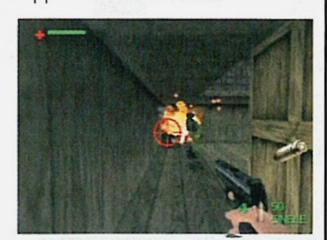
▽ *Check every door – you'll often find ammunition, body armour, or ammo-carrying bad guys.*



△ *Darkened rooms hide secrets, as do seldom-explored corners.*

Explosive

If an enemy is foolish enough to stand next to an explosive barrel or computer screen, stand well back and aim for the combustible object. Instant, painful death for your opponent is the result.



Leave It

On some of the levels – most notably the MI6 corridors – you'll have the assistance of a batch of friendly guards. If you're too scared to fight, simply stand back and let them do all the work.



GUN CONTROL



There's an art to using Bond's collection of bang-sticks. Carefully-timed reloads are the key to success (tap B after *every* battle to avoid being caught short mid-gunfight), as well as an intimate knowledge of each gun's ammo capacity and firing rate – there's no point choosing a painfully slow shooter like the Suisse SSR for a seven-man ambush. If you need to switch guns in the heat of battle, avoid tapping frantically at A – use the pause menu instead and you'll have all the time in the world. Conserve ammo for the biggest and best guns, too – switch to 'Burst' fire rather than 'Auto' and keep your aim accurate to conserve bullets.

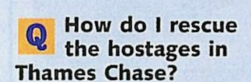


FREQUENTLY ASKED QUESTIONS

Stuck? Chances are a thousand other *TWINE* players are having the same problems. Answers to the most common queries follow...

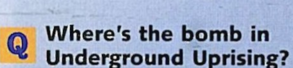
Q I've missed one of the telephones in Night Watch. Where is it?

A *Try the windowed room just opposite the swimming pool – the others are all inside the security huts.*



Q How do I rescue the hostages in Thames Chase?

A *Inch your way sideways down the staircase, sniper rifle in hand. Quietly pick off the guy on the left of the pier to avoid attention, then come out further – while holding R – and quickly take out the two hostage-holders.*



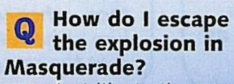
Q Where's the bomb in Underground Uprising?

A After crossing the tracks and making your way through the stationary train, follow the platform to the loos. The bomb's usually in the men's toilets, inside the furthest cubicle.



Q In Midnight Departure, where is Davidov?

A *From the start, run straight into the forest and stick to the right of the path. You'll see a junction in the distance – stop, equip your sniper rifle, wait for Davidov to stroll past, then pop him.*



Q How do I escape the explosion in Masquerade?

A *Just like in the movie – as soon as the bomb starts ticking, run back along the corridor and make a leap for the yellow-and-black-striped ceiling fixture.*

Q How do I deal with the rocket-launching guards in City of Walkways I?

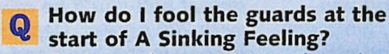
A *For starters, keep your night vision switched off – otherwise, launched rockets are invisible. Run straight at distant guards, strafing and firing as you go – or simply run like the wind if they're standing on a distant platform. If the guards are inside, creep around corners and shoot off their arms and legs before they spot you.*

Q How do I destroy the helicopter in City of Walkways II?

A *First, grab the Sentinel from the back of the car, then use R to guide missiles towards the chopper. Five hits should do it – if you run out of ammo, head back to the car. If you stand just at the top of the ramp, the helicopter should stay still for easy aiming.*

Q What do I need to open the fingerprint-locked door in Fallen Angel?

A *You've probably missed the double doors in the start room, and the stairs that lead off to the right beyond. Kill Bullion at the pier you reach, then aim the fingerprint scanner at his body and press Z.*



Q How do I fool the guards at the start of A Sinking Feeling?

A *First, switch your gun to 'silenced'. Creep around the box and wait for the two patrolling guards to clear off, shoot the stationary guard by the alarm, then wait for the second and third guards to come to you. Now, with the Suisse SSR ready, creep around the wall and take out the distant guards in a left-to-right pattern.*

Q Where's the exit to the Meltdown level?

A *Follow the sub's wall-lights to reach the ladder from A Sinking Feeling. Go past and enter the hatch beyond, look for an air pocket in the 'floor', then follow the corridors to a ceiling hatch. Go right until you find a large hatch in the ceiling. Swim for it, then seek a grapple marker on the ceiling. The next tunnel is behind you, leading to a grapple point, and the exit.*





Unlock Suit Skins
Beat Courier on Secret Agent in 2'00"

Unlock Wai Lin, Max Zorin, Mayday and Trevelyan
Beat Game on Agent

Unlock Baron Samedi, Scaramanga, Oddjob, Jaws and Tuxedo Bond
Beat Game on Secret Agent



Unlock Team King of the Hill
Beat King's Ransom on Agent in 2'20"

Unlock Wildfire
Beat City of Walkways II on Agent in 3'40"

Unlock Capture The Briefcase
Beat Turncoat on Secret Agent

Unlock Gadget Wars
Beat Fallen Angel on Secret Agent in 2'45"

Unlock Man with the Golden Gun
Beat game on 00 Agent



NEW! Tips for the top ten best selling N64 titles!

You bought 'em, so we tipped 'em.

TIPS EXTRA

1 Zelda: Majora's Mask



EARN MONEY QUICKLY

Leave Clock Town and go towards the Milk Road through Termina Field. When you get to the trees you'll be attacked by a vulture. If you successfully defeat him you'll be rewarded with 200 rupees. Deposit this money in the bank and then return to the Vulture for more cash. You can keep doing this as often as you like.

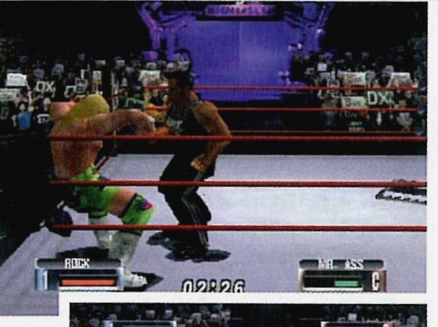
FIXING SIGNS

If you accidentally slash a sign in your excitement, and you can't read it anymore, whip out your handy ocarina and play Left-C, Right-C and Bottom-C – the Song of Healing. The sign should now fix itself.

2 WWF No Mercy

DISH OUT THE PEOPLE'S ELBOW

As the Rock, build up to a Special. Use a Strong Grapple on your foe, then Irish Whip him into the ropes. When he's near, tap the analogue. You'll do a spine-breaker and look to the crowd. Tap A right away while still on Special and voilà! Instant Elbow.



PULL OFF THE 3D

You don't need to be on Special for this. As both Dudleys, Irish Whip your opponent into the ropes, then, when you're behind him as he returns, both press A at the same time. Ouch.



3 The World is Not Enough

EXPLODING EXTINGUISHERS

On the first level, you can shoot the extinguishers to release spray that will kill enemies for you. Or, hit them with a high-powered weapon and they'll explode, disposing of even more of your opponents – useful if you're low on ammo.



INNOCENT GUARD 'DISPOSAL'

On many of the levels you'll come across innocent guards that you can't kill. If you really feel the need to get rid of them, then shoot them with a poison dart, kneel down and punch them in the face. The guard will disappear for good but it won't show up as a kill.



4 Pokémon Snap



MONSTER LAPRAS SCORE

Right at the beginning of the Beach course, look to your right until a Lapras appears. It's very shy so you'll barely be able to see it. Snap it about six to eight times and speed forward. When you're at the bridge, look out to sea again. If there's no Lapras, you're on course for the biggie. Keep going until you first spot Kangaskhan and look out to sea once more. There should be two Lapras in the distance. Snap the one on the right repeatedly and another should appear close to the camera for an excellent photo opportunity.

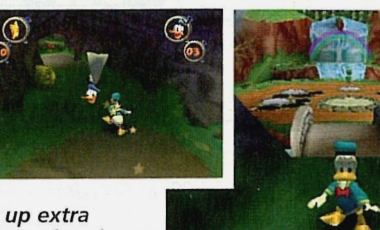
5 Pokémon Stadium



HIGH-SPEED GB UPGRADE
There are two different speed settings which can be unlocked for the GB emulator in GB Tower. Once you have beaten all the Poké Cup tournaments, a Doduo sticker should appear on the Game Boy. This will then double the speed of the Game Boy game when you play it through the N64.

To earn Dodrio mode, you'll need to beat the Prime Cup after you've already beaten the Poké Cup. This will make the game even faster. You can switch between modes in-game using Right-C.

6 Donald Duck: Quack Attack



EASY EXTRA LIVES
If you fancy making this oh-so-average platformer easier, then there's a simple way to rack up extra lives. Once you've completed the first stage, keep re-entering it to pick up three or four more lives each time. Keep saving and replaying the first level until you have a meaty life stock of 99. This should make beating Merlock a breeze.



7 Mario Tennis

UNLOCK BONUS COURTS
Here's how to gain extra venues:

Mario Bros court
Finish the Mushroom Cup in first place with Mario.
Mario and Luigi court
Win the Star Cup in both singles and doubles using Mario.
Baby Mario and Yoshi court
Complete the Mushroom Cup in first place with Yoshi.
Donkey Kong court
Win the Mushroom Cup singles tournament with DK.



Wario and Waluigi court
Win Star Cup doubles as Wario.
Birdo and Yoshi court
Win Star Cup doubles as Birdo.

8 Mario Party 2

ROLLERCOASTER RIDE
Simply buy every one of the minigames from Woody to unlock the Rollercoaster Ride. This allows all the minigames to be played in a one or two-player adventure.

EXTRA COINS
If you can finish the Rollercoaster Ride on 'easy', Toad will reward you with 100 coins, another 100 for each life remaining and all of the coins that are left over.



DUNGEON DASH
Complete the Rollercoaster Ride on 'normal' setting to earn this bonus minigame.

9 Perfect Dark

GB TRANSFER PAK CHEATS
If you're lucky enough to own both the N64 and the GBC versions of Perfect Dark then you can unlock these cheats by downloading the relevant information into your N64 with the Transfer Pak.
All Guns in Solo Mode



Cloaking Device
Hurricane Fists
R-Tracker

10 Zelda: Ocarina of Time



SCARECROW SONG REMIXES
Once you've beaten the game, let the entire ending play through until it says 'The End' and freezes. Eventually it'll play your Scarecrow Song in loads of different ways. Useless, but fun.

CARRY MORE BOMBS
As a child, go to the Bombchu game in Hyrule. Win it twice to get a 30 bomb-capacity bag. Or go to Goron City and stop the big fella who rolls around the middle tier with a bomb. This will also net you a bomb bag.

Tip for the top
Fresh cheats for future chartbusters.



TOM & JERRY
Nearly all the levels have a highest spot you can use to your advantage – like the fridge on the kitchen level. The best tactic against most opponents on most levels is to head straight for it. Once there you should be safe from objects thrown by your opponent – if the odd one does slip through, just catch it and throw it back. When your opponent comes up to get you, just boot him straight back down again. Power-ups often appear in these places too. If you get the dreaded 'plague' power-up, hop down to 'tag' your opponent, then escape straight back to your high point.



GO! GO!



XPLORER 64 CODES

Each month we'll be printing the very best Xplorer 64 codes. So send 'em in...

Mario Kart

LUIGI RACEWAY SHORTCUT
80287F10 05BF

TURNPIKE PILE-UP 80287777 0001

TIME TRIAL – JUMPING VEHICLES
80287577 0001

WARIO STADIUM SHORTCUT 1
80284300 0001

WARIO STADIUM SHORTCUT 2
80285300 FFFF

WARIO STADIUM SHORTCUT 3
80286300 FFFF

OTHER KARTS SLOW DOWN ON HILLS
8102A40F 0010

OTHER KARTS SPEED UP ON HILLS
8102A40B 0010

KARTERS HAVE NO HEADS
8102550F 0010





2P GP ON TIME TRIALS
89002A0F 0050

2P GP ON 1P GP
81002A0F 0050

CHANGE CHARACTERS IN MULTIPLAYER
800E86C**X** 000**Y**

Replace X with:
8 = Player 1
9 = Player 2
A = Player 3
B = Player 4

Replace Y with:
0 = Mario
1 = Luigi
2 = Yoshi
3 = Toad
4 = DK
5 = Wario
6 = Peach
7 = Bowser

This also means two racers can have the same character.

HAVE CAMERA BACK-TO-FRONT
80164800 007F

REPLACE TREES/PLANTS
50002570 0000
8015FAF9 00**XX**

Replace XX with:
17 = Bits of track in the sky. (Slight slowdown.)
0C = ? boxes that can be used.
1C = Trees invisible and no boxes.
2C = Miniature track. (So slow at loading that it's not recommended.)
3C = No trees/boxes.

F-Zero X

MAX STARS 800D8823 001D

TRIPLE-A BLUE FALCON 800EA929 0000
800EA92A 0000



SUPER FAST 8106ABE2 3F81

MARIO KART SPEED 8106ABE2 3F7A

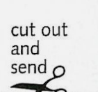
CRAFT KEEPS CHANGING COLOUR DURING A RACE
802C4BE9 001E
802C4BEA 001E
802C4BEB 001E

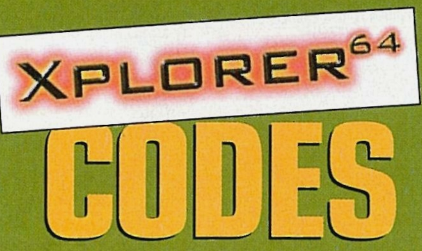
ONLY NEED TO KILL ONE IN DEATH RACE
800D8817 001C
Ace Greg, Cornwall



All of these codes only work with the Xplorer 64 cartridge from Blaze.
For more details call **Fire International** on 01302 325225 or visit www.x-plorer.co.uk

YOUR XPLORER 64 CODES





Send to: Xplorer 64 codes, N64 Magazine, 30 Monmouth Street, Bath, BA1 2BW. If you don't want to cut up your magazine, send a photocopy instead, and continue on another bit of paper if you run out of room.

Here's my Xplorer 64 code

It's for [game name]:

Its effect is:

And my code is:

Name.......................................

Address.......................................

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Postcode ....

READERS' TOP 15 TIPS

Remember, the best one wins a Mirage Pad from Wild Things (029 2075 5774) and an exclusive **N64** pin badge.

Cheat of the month

1 Perfect Dark
Get the box from the Institute hangar, throw knives and a remote mine at it, then take it to the holo training room. Detonate the mine, start the unarmed training and you can pick up the knives!
Barry Singleton, Dublin



2 Tony Hawk's Skateboarding
Select a person with the Backflip trick (Up, Down, Right-C). While doing the Backflip, spin the analogue stick round to get up to 16,000 points instead of 4,000.
Erland Rynning Hansen, Oslo



3 Perfect Dark
Take two players into the Base. Jump on your mate's shoulders while he's on the lift. Wait there, and when the lift comes up again you'll hover, then float up to the sky. Crazy.
Jarno Lääveri, Finland

4 Turok: Rage Wars
On any level with a teleporter, use the plasma rifle's sniper function and go through the teleporter. When you emerge on the other side, the rifle will be on normal view, but with rapid fire.
Ian Klip, via email



5 Wrestlemania 2000
Give your custom wrestler Steve Austin's walk and the Brood's music. When he enters the arena, the dope will have forgotten how to walk in a straight line.
David Pearce, Moray



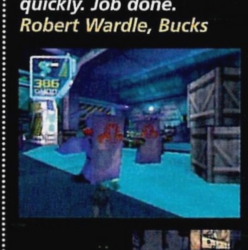
6 Perfect Dark
Here's a weird thing. Shoot an ammo crate, then pick it up while it's in the air. When it regenerates, it'll appear suspended in mid-air. You could even create a scene like The Matrix's Bullet Time effect.
Chris Davies, via email

7 ISS 2000
In the Tokyo Stadium, score a goal when playing from left to right. Push the analogue upwards and the camera will show the crowd's celebrations on the big screen.
Dan O'Dell, Derbyshire



8 Perfect Dark
Shoot Jonathan in the back of the head with the short-range laser in the Institute. He'll either fall forwards or backwards. If he falls forwards he will freeze. Most peculiar.
Henry Burton, Reading

9 Jet Force Gemini
Having trouble killing the shield drones? Whip out the shocker and then while they're stunned, blast them quickly. Job done.
Robert Wardle, Bucks





10 Perfect Dark
In multiplayer with three or four characters, crouch down and then hold Bottom-C. Your screen will go black, allowing you to play a nice little game of hide-and-seek.
James Hindley, Brogborough



11 Turok 3
On Danielle's game, level two, go to the area before the Observatory where the pistol upgrade is. Jump in the water to get a Cerebral Bore.
Ian Lawrence, Ipswich



12 Virtual Pool
Select an easy opponent and play two games. After you pot the last ball, keep replaying your final shot and your skill rating will go through the roof.
David Buchan, Aberdeenshire

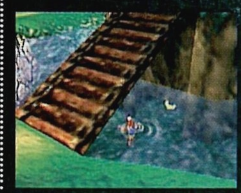


13 Perfect Dark
In multiplayer, set the weapons to X-ray scanners and rocket launchers. Fire a rocket into the wall while wearing the scanner – it'll look real, but the smoke will be a tasteful lime green. (Alan's hair used to be that colour. The fool – Ed)
Scott Cumming, Hertfordshire

14 Body Harvest
Hold Z when entering any room. Adam will do a somersault, and point his weapon right, left and then forwards before putting it away.
Benjamin Tatlow, London



15 Banjo-Kazooie
In the training area, jump off the bridge to the mountain into the cavern where the honeycomb is. If you haven't yet learned to swim you'll be in the cavern with infinite air!
Matthew Foote, Surrey





Found an interesting cheat, tip, secret bit or quirky thing to do in one of your games? Then send it to us immediately! Each month we'll compile a chart of the best and if you make it in, we'll send you a rather flash **N64** pin badge. If your tip gets featured in the highly prized 'Cheat of the Month' slot, you'll get something extra special.

cut out and send

Name..

Address..

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Postcode..

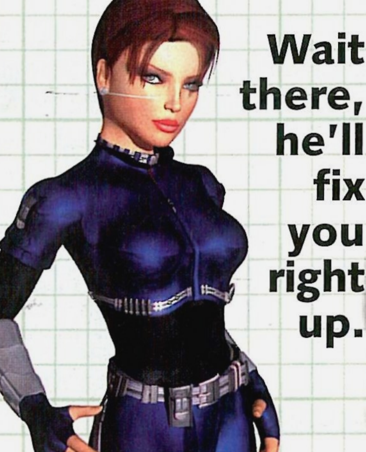
Here's my top tip

It's for [game name]:

And I've found that if you:



Send to: Tips Extra, **N64** Magazine 30 Monmouth St, Bath, BA1 2BW. If you don't want to cut up your magazine, send a photocopy instead, and continue on another bit of paper if you run out of room.



Wait there, he'll fix you right up.



Dr Kitts,
I can't find the bomb in the Carrington Institute in *Perfect Dark*. I've looked all over the place. Please help.
David Smith, Barrow-in-Furness



Dr Kitts rapidly shuts down his computer to conceal what he's doing.
It's a slightly tricky one, but screamingly obvious once you know how. You're not looking for an actual bomb, because the Skedar ship that lands where the Hoverbike normally lies is the bomb. Go down the ramp and straight ahead, then whip out your Data Uplink and aim it towards the back end of the ship. Make sure the area's clear of enemies, mind.

Dr Kitts,
I can't find the trophy in the Swamp of Eternal Stench in *Spacestation: Silicon Valley*. Help!
Martin Benn, Portsmouth

Dr Kitts stares vacantly into the middle distance.
On the island with the hyenas, there are two cement pipes, right? Drive round the back of them and use Evo to get inside the one with the grate. Next!

Dr Kitts,
How do I get the Nintendo coin in *Donkey Kong 64*?
Craig Tobin, Moffat Mills

Dr Kitts lights a match off the stubble on the back of his hands.
Ahem. First you must have the Gorilla Grab move, obtained from Cranky. Play the DK Arcade, running over all the yellow tiles in order to win the fourth stage. That's it beaten once. Repeat the procedure and you'll be rewarded with a shiny Nintendo coin.

Dr Kitts,
How do you get the different endings on *Operation Winback*?
Richard Armitage, Wirral

Dr Kitts swings round violently in his chair, knocking a rubber tree plant flying accross the surgery.
Time is of the essence, my friend. The ending you get is linked to how quickly you progress through the game. If you take more than five hours of play to get to stage 23, or over six hours to reach stage 27, the satellite will fire, the storyline will change, and you'll be headed towards one of the lesser endings. Two firings of the satellite mean you're on your way to the worst conclusion, just one (either stage 23 or stage 27) and you're set ~~to get~~ to the middle (better) one. However, if you crack on through Winback *so that the*

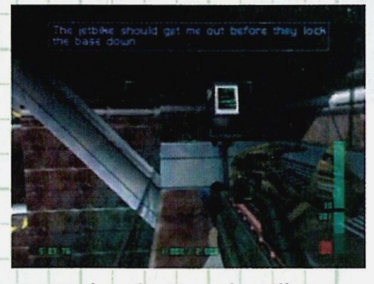


satellite doesn't fire at all, you'll be on track for the best ending. The exact bosses you get to tackle differ a little depending on the conclusion that awaits you, though I will tell you that to see the best ending, you'll have to defeat all of the game's 11 bosses.

Dr Kitts,
I can't beat the Monkey Trio boss in *Glover*. Please help!
Reece Cradock, Frome

Dr Kitts consults 'Beating up Monkeys: a Discussion'.
Ah Reece, you have to concentrate your energies on the monkey that's swinging around. Bounce the ball, then hold B to lob it at the ever-decreasing simian in question, but don't get too close or it'll chase you. When it's lying on the floor, fist-pound it. You'll need to repeat this process three times. If the monkeys on the ground pilfer your ball from you, give them a good spanking by fist-pounding the floor beside them. That'll let you get it back.

Dr Kitts,
In *Perfect Dark*, Area 51: Escape, the UFO always flies away without me. Help, please help!
Paul Haigh, Yeovil



Dr Kitts breathes in and swells to twice his normal size.
Paul, you're just going to have to be a man about this. Except of course Jo Dark's a woman... Anyway, jump on the Hoverbike and zoom your way out of the complex through the tunnels of the secret laboratory area. Don't worry, once you're on the right track it's actually quite easy. Good luck!

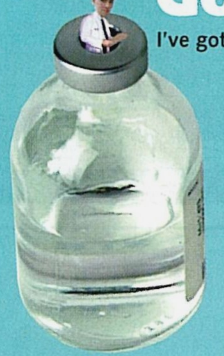
Got a gaming query?

Doesn't matter how small or how precise, write in to Dr Kitts for the answer. Detail your problem in the box provided (use a separate piece of paper if necessary) and post it off to: Dr Kitts' Game Clinic, **N64** Magazine, 30 Monmouth Street, Bath, BA1 2BW.

cut out and send

Good afternoon Doctor...

I've got this terrible gaming affliction – it's like this...



My name is ....

and I live at ....

....

....

.... Postcode ....

Eight challenges to test the best.

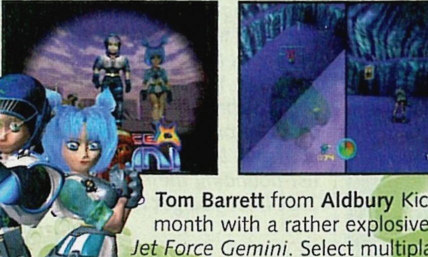
GAME ON

Game on indeed, people! Time again for us to get jiggy with your old – and not so old – N64 carts.

Perfect Dark still ranks as firm favourite for you challengeologists out there determined to get every last drop of gaming juice out of every Datadyne nook and cranny – and who can blame you?

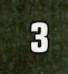
But, as always, we've also got a delicious selection of challenges for some gently ageing masterpieces – so go dig 'em out, dust 'em down and give 'em the thorough thrashing they deserve. Get to it!

JET FORCE GEMINI — *Mine Tag*





Tom Barrett from **Aldbury** Kicks off the proceedings this month with a rather explosive challenge for the excellent *Jet Force Gemini*. Select multiplayer and set the weapons so that you can use proximity mines. Now choose who is going to be 'it' to start off with. Whoever is 'it' can only use the proximity mines, while everybody else can only use guns. The object of the challenge is for the person dubbed 'it' to rack up as many kills as possible without being topped themselves. They gain a point for a kill and lose a point for being killed. Take it in turns being 'it' in ten-minute games, then dish out the medals according to points totals.

POINTS		8 		6		 3

PERFECT DARK — *Pain in the Glass*



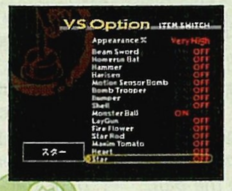


This smashing two-player challenge conjured up by **Sam Doig** from **Westhill** has been a firm favourite in the office. Set up a two-player game in the Grid arena with Falcons in the weapons slots. One player must stand underneath the glass panels in the main hall and shoot each one out randomly – the second player must try to stay on the glass for as long as possible. A medal goes out to the glass-treading contestant according to the number of panes smashed before they fall down.

PANES SMASHED		9		7		5

SUPER SMASH BROS — *Pokémon Punch-up*









Alex Lawrence from **Essex** – the self-proclaimed 'most skilled challenge-editor ever' – has come up with something to please the Pokémentalist in everyone. First you have to earn the Item Switch cheat, then change all the items so that only Pokéballs appear, with a 'very high' chance of getting them. Start a Versus match with a five-minute free-for-all setting, and choose either Pika or Jiggly for a Saffron City battle. The object is to try to wipe out the opposition using *only* Pokéballs and the Pokémon who pop out of the main building. Medals are awarded for total kills.

KILLS		10		5		3

PERFECT DARK — *Mincemeat*





Charlie Nash from **London** has supplied us with this top-rate *PD* multiplayer challenge which requires you to get physical with the Reaper's nasty 'grinder' function. Start a four-player game in the arena of your choice. Set weapons to a Reaper in slot one and cloaking devices in the next two slots, leaving the rest empty. One player is chosen to be 'chef', while the remaining three have the rather dubious privilege of being 'cows'. Set the health of the 'chef' to 200% and the 'cows' to 100% each, and enter the game. The chef must only use the Reaper's grinder mode, while the cows may only punch and use the cloaking devices. Medals are awarded for the number of cows successfully minced up – vegetarians need not apply.

TOTAL MINCED		20		15		10

WORMS ARMAGEDDON — *Suicide Squad*





It's always good to see new objects of your challenge-creating powers creeping in, and this *Worms Armageddon* variation from **London**'s **Freddy Hollis** is just the ticket. Basically, the objective is to wipe out your own worms. You get two points for killing one of your own troops, one point if you kill your own worm but harm the opposition in the process, and you lose a point if you kill an opponent's worm while killing one of your own. You are *not* allowed to jump, or drop directly into the water. Tally up your points and award a medal accordingly.

POINTS  **8**  **5**  **3**

PERFECT DARK — *Sniper Stalker*





This multiplayer sniping challenge from **David Wheatley** in **Dorset** can be played by up to four players. Set the area to Ravine, put sniper rifles in four weapon slots and Falcon 2s in the other two, activate one-hit kills and set the time limit to 20 minutes. Enter the game and let one player have double Falcons while all other players use the rifles and take up sniping positions. The player with the Falcons must now hunt down the snipers without being killed. Subtract the total number of deaths from the amount of snipers killed to calculate which medal the pistol-toter earns.

KILLS  **20**  **15**  **10**

SUPER SMASH BROS — *Kirby Carnage*

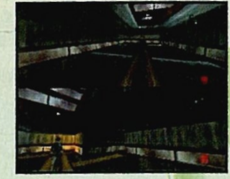




Everyone knows that Kirby is the pro's choice when it comes to trouncing all comers at *Super Smash Bros*, and **Mathew Potter** from **Swindon** is no exception. For this deceptively tricky challenge you'll need to select Kirby as your character and work your way to the Kirby Team level. Once you're there, proceed to suck the character power out of each Kirby and then lose it by pressing 'L'. Once you've neutralised them all, dish out a hearty kicking to claim a medal – these are awarded according to the difficulty level on which you attempted the challenge.

LEVEL   **VERY HARD**   **NORMAL**    **VERY EASY**

PERFECT DARK — *Fists of Fury*


This is a pretty simple challenge from **Colin Dodd** in **Merseyside**, but great fun all the same. Set a multiplayer game with eight Easysims and as many mates as you like in the Pipes arena. All weapons need to be disabled. When you start, go straight to the long stretch of pipe and then try to punch off as many people as you can in a ten-minute game. Award yourself points based on the difference between your own score and the score of your nearest rival. If you find it too easy, try it with harder simulants or Fistsims.

POINTS  **15**  **10**  **5**

Now it's your turn!

GAME ON



Do you have any weird ways of playing your favourite games? If you've got a nifty challenge that you'd like to share with **N64** readers around the world, we'd love to hear about it. Write 100 words explaining what you've got to do, and set three suitable levels of achievement for Gold, Silver and Bronze medals.

Send your challenges to:

Game On, N64 Magazine, 30 Monmouth Street, Bath, BA1 2BW

CHALLENGES WANTED!

As well as all the usual games, we're particularly interested in Game On challenges for...
San Francisco Rush 2049 • Majora's Mask
WWF No Mercy • Pokémon Snap
We'll print the best right here, and you'll get a flashy **N64** pin badge for your troubles. Now you can't say fairer than that, can you!



I'M THE BEST

Who is? You are? Better send us your scores, then.

Over the last few months, we've brought you a pile of new leagues – *Ridge Racer*, *Track & Field*, *Perfect Dark* – and now we've got *another* table in which you can battle it out: *Pokémon Snap*.

There are just your Report totals at the moment, but we're always keen to boost I'm the Best's Poké-content, so now we'd also like your high scores for each one of *Snap*'s levels. Keep that camera clicking!

New Leagues

THE WORLD IS NOT ENOUGH

How's your latest mission progressing, 007? Report your best Agent times back to us and we'll include them in a brand-new league table.

RUSH 2049

Use the tips and maps we gave you last issue to set some tyre-melting lap times in Midway's ace futuristic racer. Then send 'em in! We'll kick off a new league soon!





STAR PERFORMANCE in conjunction with Wild Things

Hats – or, rather, golf caps – off to John Jehan from Jersey. A bunch of impressive performances in the fabulously fun *Mario Golf* have secured him the final Star Performance laurels of 2000.

Not only has John made all the ring shots, but also five hole-in-ones, five eagles and an albatross. On top of that, he's managed to scoop all of the number-one spots in our *Mario Golf* league tables. Good work! A Mirage joypad from Wild Things (029 2075 5774, www.wild-things.co.uk) will soon be on its way over the Channel as a reward.

If *you* fancy winning one too, send us proof of just how great you are at any one of your games, remembering to mark the envelope 'Star Performance'. Go on, give it a go – next time, it could be you!

NEW HIGH SCORE!

We're impressed. In issue 48 we challenged you to beat our *Mario Party 2* Mecha-Marathon distance of 36.64m. A pretty respectable result, we thought. Then David Morris from Merseyside's button-pummelling distance of 46.03m arrived. Ulp! A Mirage joypad is yours, David!

THIS MONTH'S SCORE TO BEAT



Thanks to the book stuck to this very issue, every hour of Mark's waking life has been eaten by Zelda: Majora's Mask. *As a result, he reckons that his time of 1'23"09 at the Goron Races is unbeatable. Think he's wrong? Send us your time with photographic evidence – we'll print the winner in N64/52 and reward them with a Mirage joypad!*

Track & Field

100M DASH		
1	9.28s	Tony Dunster, *London*
1	9.28s	Mark Dunster, *London*
3	9.43s	Liam O'Connell, *Dorking*
3	9.43s	Darren Bolton, *Lincs*
5	9.44s	Marie Crowther, *Kent*
5	9.44s	Steve Poulton, *Yeovil*
5	9.44s	Edward Smith, *Trowbridge*
5	9.44s	Ashley Wright, *Ilkley*
110M HURDLES		
1	12.64s	Mark Dunster, *London*
1	12.64s	Tony Dunster, *London*
3	12.68s	Darren Bolton, *Lincs*
3	12.68s	Carl Hutchings, *Peterboro'*
5	12.76s	Mark Wyss, *Glos*
5	12.76s	Edward Smith, *Trowbridge*
5	12.76s	Andrew Simmonds, *Hants*
TRIPLE JUMP		
1	19.11m	Ashley Wright, *Ilkley*
2	19.10m	George Vaughan, *Coventry*
3	19.09m	Andrew Witham, *Glos*
3	19.09m	Edward Smith, *Trowbridge*
3	19.09m	Kevin Holland, *Guernsey*
100M FREESTYLE		
1	0'46"22	Roger Santen, *Lincs*
2	0'46"29	Liam O'Connell, *Dorking*
3	0'46"33	Carl Hutchings, *Peterboro'*
4	0'46"37	Tony Dunster, *London*
4	0'46"37	Ashley Wright, *Ilkley*
4	0'46"37	Eddie Lunec, *Newcastle*
4	0'46"37	Andrew Simmonds, *Hants*
100M BREASTSTROKE		
1	1'00"56	Mark Dunster, *London*
2	1'00"64	Carl Hutchings, *Peterboro'*
3	1'00"68	Tony Dunster, *London*
3	1'00"68	Kevin Holland, *Guernsey*
5	1'00"72	Adam Bolton, *Lincs*
HAMMER		
1	101.25m	Darren Bolton, *Lincs*
2	101.22m	Darren Le-warne, *Hants*
3	101.21m	Adam Bolton, *Lincs*
4	101.19m	Edward Smith, *Trowbridge*
4	101.19m	Julie Barker, *Lincs*
HORIZONTAL BAR		
1	10.00pts	Stuart Richards, *Dorking*
2	9.99pts	Darren Le-warne, *Hants*
2	9.99pts	Carl Hutchings, *Peterboro'*
4	9.98pts	Ramsay Melville, *Fife*
5	9.97pts	Edward Smith, *Trowbridge*
5	9.97pts	Ian Moran, *Liverpool*
TRAP SHOOTING		
1	426pts	David Crowther, *Kent*
2	421pts	Marie Crowther, *Kent*
3	419pts	Tony Dunster, *London*
3	419pts	Kevin Holland, *Guernsey*
5	416pts	Adam Bolton, *Lincs*
CHAMPIONSHIP		
1	11237pts	Edward Smith, *Trowbridge*
2	11079pts	Darren Bolton, *Lincs*
3	10827pts	Tony Dunster, *London*
4	10807pts	Adam Bolton, *Lincs*
5	10782pts	Mark Dunster, *London*

Perfect Dark



BEST AGENT MODE TIMES

DATADYNE: DEFECTION

1	0:37	Gary Carney, *Newcastle-upon-Tyne*
1	0:37	Jan-Erik Spangberg, *Sweden*
3	0:38	Arif Mollah, *Rochdale*
4	0:39	Jonathan Steinberg, *Sweden*
4	0:39	Ben Gooch, *Tamworth*

DATADYNE: INVESTIGATION

1	1:36	Jan-Erik Spangberg, *Sweden*
2	1:37	Gary Carney, *Newcastle-upon-Tyne*
3	1:39	Anthony Ratnasothy, *Essex*
4	1:41	Damien Golding, *Watford*
4	1:41	Jonathan Steinberg, *Sweden*
4	1:41	Tony Dunster, *London*

DATADYNE: EXTRACTION

1	1:19	Gary Carney, *Newcastle-upon-Tyne*
1	1:19	Jan-Erik Spangberg, *Sweden*
3	1:27	Arif Mollah, *Rochdale*
4	1:30	Tony Dunster, *London*
4	1:30	Ben Gooch, *Tamworth*

CARRINGTON VILLA

1	1:21	Jan-Erik Spangberg, *Sweden*
2	1:25	Gary Carney, *Newcastle-upon-Tyne*
3	1:30	Tony Dunster, *London*
4	1:32	Arif Mollah, *Rochdale*
5	1:37	Anthony Ratnasothy, *Essex*

CHICAGO: STEALTH

1	0:18	Gary Carney, *Newcastle-upon-Tyne*
2	0:19	Jan-Erik Spangberg, *Sweden*
2	0:19	Tony Dunster, *London*
4	0:28	Arif Mollah, *Rochdale*
5	0:30	Jonathan Steinberg, *Sweden*

G5 BUILDING: RECONNAISSANCE

1	0:54	Gary Carney, *Newcastle-upon-Tyne*
2	0:58	Jan-Erik Spangberg, *Sweden*
3	1:06	Arif Mollah, *Rochdale*
3	1:06	Jonathan Steinberg, *Sweden*
5	1:15	Tony Dunster, *London*

AREA 51: INFILTRATION

1	1:24	Gary Carney, *Newcastle-upon-Tyne*
2	2:04	Andrew Simmonds, *Hampshire*
3	2:14	Sam Harkins, *Abingdon*
4	10:25	Jonathan Mansour, *Liverpool*
5		Send in your times – this could be you!

AREA 51: RESCUE

1	1:55	Gary Carney, *Newcastle-upon-Tyne*
2	2:47	Sam Harkins, *Abingdon*
3	2:49	Andrew Simmonds, *Hampshire*
4	16:59	Jonathan Mansour, *Liverpool*
5		Send in your times – this could be you!

AREA 51: ESCAPE

1	2:41	Gary Carney, *Newcastle-upon-Tyne*
2	3:19	Andrew Simmonds, *Hampshire*
3	3:32	Sam Harkins, *Abingdon*
4	3:47	Jonny Evans, *Pembroke Dock*
5	5:47	Jonathan Mansour, *Liverpool*

AIR BASE: ESPIONAGE

1	1:28	Gary Carney, *Newcastle-upon-Tyne*
2	1:52	Ben Gooch, *Tamworth*
3	1:57	Anthony Ratnasothy, *Essex*
4	2:04	Alex Newman, *Herne Bay*
4	2:04	Andrew Simmonds, *Hampshire*

AIR FORCE ONE

1	1:03	Gary Carney, *Newcastle-upon-Tyne*
2	1:07	Robert Harrison, *Wakefield*
3	1:13	Ben Bryce, *Worthing*
3	1:13	Jonathan Steinberg, *Sweden*
3	1:13	Ben Gooch, *Tamworth*

CRASH SITE: CONFRONTATION

1	1:41	Gary Carney, *Newcastle-upon-Tyne*
2	2:31	Sam Harkins, *Abingdon*
3	2:38	Andrew Simmonds, *Hampshire*
4	15:28	Jonathan Mansour, *Liverpool*
5		Send in your times – this could be you!

PELAGIC II: EXPLORATION

1	1:09	Gary Carney, *Newcastle-upon-Tyne*
2	2:06	Sam Harkins, *Abingdon*
3	8:16	Jonathan Mansour, *Liverpool*
4		Send in your times – this could be you!
5		Send in your times – this could be you!

DEEP SEA: NULLIFY THREAT

1	4:42	Gary Carney, *Newcastle-upon-Tyne*
2	4:51	Sam Harkins, *Abingdon*
3	10:49	Jonathan Mansour, *Liverpool*
4		Send in your times – this could be you!
5		Send in your times – this could be you!

CI: DEFENCE

1	1:01	Gary Carney, *Newcastle-upon-Tyne*
2	1:32	Sam Harkins, *Abingdon*
3	1:34	Andrew Simmonds, *Hampshire*
4	1:40	Jonny Evans, *Pembroke Dock*
5	3:10	Jonathan Mansour, *Liverpool*

ATTACK SHIP: COVERT ASSAULT

1	3:22	Gary Carney, *Newcastle-upon-Tyne*
2	4:00	Sam Harkins, *Abingdon*
3	6:06	Jonathan Mansour, *Liverpool*
4	6:54	Andrew Simmonds, *Hampshire*
5		Send in your times – this could be you!

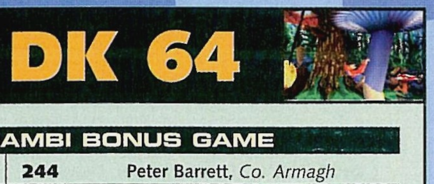
SKEDAR RUINS: BATTLE SHRINE

1	1:44	Gary Carney, *Newcastle-upon-Tyne*
2	2:53	Sam Harkins, *Abingdon*
3	5:15	Andrew Simmonds, *Hampshire*
4		Send in your times – this could be you!
5		Send in your times – this could be you!

MR BLONDE'S REVENGE

1	1:48	Jan-Erik Spangberg, *Sweden*
2	1:50	Gary Carney, *Newcastle-upon-Tyne*
3	1:53	Matthew Li Kam Wa, *Lancashire*
4	1:57	Arif Mollah, *Lancashire*
5	2:00	Ian Calderwood, *Herts*

DK 64



RAMBI BONUS GAME

1	244	Peter Barrett, *Co. Armagh*
2	238	Eoin O'Gorman, *Co. Tipperary*
3	228	Ben Gooch, *Tamworth*
3	228	Joseph Jennings, *Birmingham*
3	228	Arkadiusz Gabreycki, *Poland*
6	226	Ruben Larsen, *Norway*
6	226	James Hogg, *Barnet*
8	224	Becki Harrison, *Coventry*
8	224	Lorne Tietjen, *Woking*
10	222	Liam Kennedy, *Bolton*
10	222	Sam Abraham, *Dublin*

ENGUARDE ARENA

1	385	Sean Matthews, *Paisley*
2	365	Gavin Fuller, *Romford*
2	365	Arkadiusz Gabreycki, *Poland*
4	360	Gary Harmson, *Halifax*
5	350	Tom Craven, *Clitheroe*
6	345	Janne Kaitila, *Finland*
7	330	Lorne Tietjen, *Woking*
8	315	Scott Fitzgerald, *Dorset*
8	315	Kyan Kia, *Halifax*
10	305	Thomas Pearce, *Trowbridge*

DK ARCADE

1	170300	Ben Gooch, *Tamworth*
2	154900	Mat Isaia, *Australia*
3	127100	Griffin Leadabrand, *Australia*
4	92500	Matthew Sexton, *Bedford*
5	92400	Gary Harmson, *Halifax*
6	76000	Andrew Simmonds, *Hampshire*
7	64400	Michael Oakes, *Liverpool*
8	59600	Janne Kaitila, *Finland*
9	55100	Thomas Pearce, *Trowbridge*
10	53000	Morten Tronstad, *Norway*

JETPAC

1	999995	Andrew Simmonds, *Hampshire*
2	999990	Arkadiusz Gabreycki, *Poland*
3	999660	Jake Warren, *Bristol*
4	999355	Alan Clarke, *Oxford*
5	995070	Farron Hussey, *Peterborough*
6	801680	Jenna Blackman, *Pagham*
7	712385	David Huggins, *Crawley*
8	688510	James Cull, *Redditch*
9	673395	Janne Kaitila, *Finland*
10	666540	Tom Makey, *Colchester*

DIDDY'S MINECART RIDE

1	85	Janne Kaitila, *Finland*
1	85	Denis Craven, *Lancashire*
1	85	Arkadiusz Gabreycki, *Poland*
1	85	Ruben Larsen, *Norway*
1	85	James Hogg, *Barnet*
6	84	Tom Craven, *Lancashire*
7	83	Jenna Blackman, *Pagham*
7	83	Timothy Staines, *Iford*





Star Wars Episode 1: Racer



BOONTA TRAINING COURSE

1	0:13.262	Thomas Hower, *Denmark*
2	0:21.726	Matthew Mowlam, *Cowes*
3	0:22.086	Joel Ashby-Davis, *London*
4	0:23.912	Chris Turner, *Cheshire*
5	0:26.334	Ben Wilkins, *Australia*

MON GAZZA SPEEDWAY

1	0:06.853	Matthew Mowlam, *Cowes*
2	0:06.941	Thomas Hower, *Denmark*
3	0:08.397	Matthew Love, *London*
4	0:10.385	Guy Taylor, *Peterborough*
5	0:11.184	Chris Turner, *Cheshire*

BEEDO'S WILD RIDE

1	0:45.298	Thomas Hower, *Denmark*
2	0:52.415	Jan-Erik Spangberg, *Sweden*
3	0:53.634	Matthew Mowlam, *Cowes*
4	0:53.650	Ben Wilkins, *Australia*
5	0:56.431	Anthony Ratnasothy, *Essex*

MALASTARE 100

1	0:26.720	Thomas Hower, *Denmark*
2	0:30.140	Ben Wilkins, *Australia*
3	0:31.002	Guy Taylor, *Peterborough*
4	0:31.844	James McClosky, *Co. Derry*
5	0:33.306	Tom Beasley, *Bushy*

VENGEANCE

1	0:53.359	Thomas Hower, *Denmark*
2	1:02.249	Jan-Erik Spangberg, *Sweden*
3	1:03.355	Ben Wilkins, *Australia*
4	1:07.810	Anthony Ratnasothy, *Essex*
5	1:07.978	Tom Beasley, *Bushy*

SCRAPPERS RUN

1	0:24.551	Thomas Hower, *Denmark*
2	0:32.955	Ben Wilkins, *Australia*
3	0:33.333	Matthew Durrant, *Bognor Regis*
4	0:34.957	James McClosky, *Co. Derry*
5	0:35.589	Jan-Erik Spangberg, *Sweden*

ANDO PRIME CENTRUM

1	0:36.474	Thomas Hower, *Denmark*
2	0:43.932	Matthew Mowlam, *Cowes*
3	0:50.213	Tom Beasley, *Bushy*
4	0:51.332	Ben Wilkins, *Australia*
5	0:51.649	Jan-Erik Spangberg, *Sweden*

EXECUTIONER

1	1:09.957	Thomas Hower, *Denmark*
2	1:16.516	Jan-Erik Spangberg, *Sweden*
3	1:21.040	Ben Wilkins, *Australia*
4	1:22.029	Anthony Ratnasothy, *Essex*
5	1:23.611	Luke Oswin, *Leicester*

F-Zero X



SAND OCEAN

1	1'09"340	Damien Golding, *Watford*
2	1'12"463	Andrew Mills, *Dundee*
3	1'14"690	Adam Tucker, *Great Yarmouth*
4	1'15"246	Phil Hughes, *Widnes*
5	1'15"756	David Van Moer, *Belgium*

BIG BLUE

1	1'27"690	Adam Tucker, *Great Yarmouth*
2	1'29"634	Gary Carney, *Newcastle-upon-Tyne*
3	1'30"852	Andrew Mills, *Dundee*
4	1'30"947	David Van Moer, *Belgium*
5	1'31"999	Tony Dunster, *London*

SECTOR ALPHA

1	1'16"178	David Van Moer, *Belgium*
2	1'16"336	Damien Golding, *Watford*
3	1'22"696	Adam Tucker, *Great Yarmouth*
4	1'23"527	Phil Hughes, *Widnes*
5	1'24"497	Matthew Flitton, *Cambridge*

DEVIL'S FOREST 2

1	1'15"011	Phil Hughes, *Widnes*
2	1'16"218	Hedley Gabriel, *Essex*
3	1'18"399	Adam Tucker, *Great Yarmouth*
4	1'19"333	Andrew Mills, *Dundee*
5	1'22"152	D. D. Ramone, *Carlisle*

FIRE FIELD

1	1'11"599	David Van Moer, *Belgium*
2	1'14"360	Phil Hughes, *Widnes*
3	1'15"028	Adam Tucker, *Great Yarmouth*
4	1'15"183	D. D. Ramone, *Carlisle*
5	1'17"414	Andrew Mills, *Dundee*

RED CANYON 2

1	1'20"467	David Van Moer, *Belgium*
2	1'33"471	Andrew Mills, *Dundee*
3	1'33"776	Adam Tucker, *Great Yarmouth*
4	1'34"800	Gary Carney, *Newcastle-upon-Tyne*
5	1'34"935	Phil Hughes, *Widnes*

SPACE PLANT

1	1'53"537	Damien Golding, *Watford*
2	1'53"944	David Van Moer, *Belgium*
3	2'00"535	Adam Tucker, *Great Yarmouth*
4	2'01"163	Phil Hughes, *Widnes*
5	2'02"173	D. D. Ramone, *Carlisle*

PORT TOWN 2

1	1'41"918	David Van Moer, *Belgium*
2	1'52"032	Paul Galvin, *Dublin*
3	1'52"315	Damien Golding, *Watford*
4	1'52"832	Adam Tucker, *Great Yarmouth*
5	1'52"920	Phil Hughes, *Widnes*

Ridge Racer 64



RIDGE RACER NOVICE

1	0'56"780	Thomas Hower, *Denmark*
2	0'57"320	Jan-Erik Spangberg, *Sweden*
3	0'59"880	Stephen Cairns, *Edinburgh*
4	1'03"660	Matthew Sexton, *Bedford*

REVOLUTION NOVICE

1	1'36"380	Jan-Erik Spangberg, *Sweden*
2	1'46"820	Thomas Hower, *Denmark*
3	Send in your times – this could be you!	

RENEGADE NOVICE

1	1'22"440	Jan-Erik Spangberg, *Sweden*
2	1'40"660	Thomas Hower, *Denmark*
3	Send in your times – this could be you!	

REVOLUTION INTERMEDIATE

1	2'11"840	Jan-Erik Spangberg, *Sweden*
2	4'10"760	Thomas Hower, *Denmark*
3	Send in your times – this could be you!	

RENEGADE INTERMEDIATE

1	1'37"080	Jan-Erik Spangberg, *Sweden*
2	2'00"160	Thomas Hower, *Denmark*
3	Send in your times – this could be you!	

RIDGE RACER EXPERT

1	2'11"580	Jan-Erik Spangberg, *Sweden*
2	2'29"560	Thomas Hower, *Denmark*
3	Send in your times – this could be you!	

REVOLUTION EXPERT

1	2'33"120	Jan-Erik Spangberg, *Sweden*
2	3'01"080	Thomas Hower, *Denmark*
3	Send in your times – this could be you!	

RENEGADE EXPERT

1	2'20"160	Jan-Erik Spangberg, *Sweden*
2	2'55"740	Thomas Hower, *Denmark*
3	Send in your times – this could be you!	

RIDGE RACER EXTREME

1	2'02"660	Jan-Erik Spangberg, *Sweden*
2	2'17"800	Stephen Cairns, *Edinburgh*
3	2'28"360	Thomas Hower, *Denmark*

Pokémon Snap



REPORT TOTALS

1	290620	Andrew Simmonds, *Hampshire*
2	281330	Aidan Walters, *Doncaster*
3	274490	Keith Vacher, *Hampshire*
4	271190	John Sanderson, *Telford*
5	265250	Rosie Holliday, *Kent*
6	263410	Hedley Gabriel, *Essex*
7	260210	Michael Rose, *Manchester*
8	256830	Jamie Ekins, *Southend-on-Sea*
9	256100	Brendan Audis, *East Sussex*
10	214430	Stewart Dean, *Northumberland*



Mario Golf



TOAD HIGHLANDS

1	8'34"64	John Jehan, *Jersey*
2	8'41"96	Raymond Wegman, *Holland*
3	8'51"98	Chris Webb, *Gloucester*
4	9'18"68	Jon McIlvaney, *Washington*
5	9'33"88	Gary Carney, *Newcastle-upon-Tyne*

YOSHI'S ISLAND

1	9'42"12	John Jehan, *Jersey*
2	9'54"68	Raymond Wegman, *Holland*
3	10'23"40	Chris Webb, *Gloucester*
4	11'03"28	Karl von der Luehe, *Surrey*
5	11'21"72	Gary Carney, *Newcastle-upon-Tyne*

KOOPA PARK

1	9'08"60	John Jehan, *Jersey*
2	9'16"20	Raymond Wegman, *Holland*
3	9'43"20	Chris Webb, *Gloucester*
4	10'32"68	Gary Carney, *Newcastle-upon-Tyne*
5	10'33"03	Martin Gore, *Dublin*

BOO VALLEY

1	10'34"00	John Jehan, *Jersey*
2	10'52"72	Raymond Wegman, *Holland*
3	11'39"04	Chris Webb, *Gloucester*
4	11'44"36	Gary Carney, *Newcastle-upon-Tyne*
5	11'46"24	Jan-Erik Spangberg, *Sweden*

SHY GUY DESERT

1	9'25"04	John Jehan, *Jersey*
2	9'25"56	Raymond Wegman, *Holland*
3	10'40"60	Chris Webb, *Gloucester*
4	10'47"72	Gary Carney, *Newcastle-upon-Tyne*
5	11'10"72	Karl von der Luehe, *Surrey*

MARIO'S STAR

1	10'08"00	John Jehan, *Jersey*
2	10'18"24	Raymond Wegman, *Holland*
3	11'15"48	Chris Webb, *Gloucester*
4	11'54"76	Thomas Grandjean, *Switzerland*
5	12'02"28	Gary Carney, *Newcastle-upon-Tyne*

World Driver Championship



HAWAII C

1	01:01.44	Abul Salam, *London*
2	01:02.11	Ian Calderwood, *Hertfordshire*
3	01:02.27	Shoriful Islam, *London*
3	01:02.27	Kostas Mitzithras, *Greece*
5	01:02.36	Leo Himanka, *Finland*

ROME B

1	01:12.88	Jamie Burnett, *Caithness*
2	01:13.12	Ian Calderwood, *Hertfordshire*
3	01:13.16	Leo Himanka, *Finland*
4	01:13.52	Kostas Mitzithras, *Greece*
5	01:13.55	Abul Salam, *London*

KYOTO A

1	00:39.59	Ian Calderwood, *Hertfordshire*
2	00:39.84	Leo Himanka, *Finland*
3	00:39.90	Kostas Mitzithras, *Greece*
4	00:39.98	Abul Salam, *London*
5	00:40.04	Shoriful Islam, *London*

LISBON C

1	01:01.36	Kostas Mitzithras, *Greece*
2	01:01.84	Leo Himanka, *Finland*
3	01:01.88	Ian Calderwood, *Hertfordshire*
4	01:02.68	Jamie Burnett, *Caithness*
5	01:02.79	Shoriful Islam, *London*

LAS VEGAS A

1	00:58.27	Leo Himanka, *Finland*
2	00:58.79	Jamie Burnett, *Caithness*
3	00:58.84	Kostas Mitzithras, *Greece*
4	00:58.90	Ian Calderwood, *Hertfordshire*
5	00:59.04	Abul Salam, *London*

BLACK FOREST A

1	00:26.76	Leo Himanka, *Finland*
2	00:26.87	Ian Calderwood, *Hertfordshire*
3	00:27.28	Jamie Burnett, *Caithness*
4	00:27.38	Shoriful Islam, *London*
5	00:27.60	Kostas Mitzithras, *Greece*

How to enter

Remember, you need to send in a photo or video for your effort to be confirmed. Any photos MUST have your name, address and score/time on the back. Videos must have a label attached, with all of the aforementioned information easily legible.
Pack up your bits and send them all to:
I'm the Best, N64 Magazine,
30 Monmouth Street, Bath, BA1 2BW.

If you'd like to have your videos or photographs back, please include a stamped, addressed envelope (with the correct number of stamps) and we'll promise to do our best to return them to you.

And remember, each issue of the mag has to be completed far earlier than you could ever imagine, so don't fret if your entry doesn't appear in the first issue after you put your stuff in the post – it'll be there in the next one.

Smash Bros



MARIO

1	10"05	Jan-Erik Spangberg, *Sweden*
2	11"83	Hamid Momatash, *Gateshead*
3	11"85	Ben Rumsby, *Bristol*
4	11"97	Jonathan Steinberg, *Sweden*
5	13"81	Matthew Sexton, *Bedford*

DONKEY KONG

1	14"13	Hamid Momatash, *Gateshead*
2	14"21	Ben Rumsby, *Bristol*
3	14"37	Tom Donoughue, *Balsham*
4	14"43	Scott Fitzgerald, *Dorset*
5	14"57	Jan-Erik Spangberg, *Sweden*

YOSHI

1	19"39	Hamid Momatash, *Gateshead*
2	19"71	Ben Rumsby, *Bristol*
3	19"83	Tom Donoughue, *Balsham*
4	20"85	Jan-Erik Spangberg, *Sweden*
5	22"90	Alexander Davies, *Llandeilo*

KIRBY

1	18"65	Hamid Momatash, *Gateshead*
2	20"95	Ben Rumsby, *Bristol*
3	20"97	Chris Grant, *Inverness*
4	21"00	Tom Donoughue, *Balsham*
5	22"99	Jan-Erik Spangberg, *Sweden*

LINK

1	17"63	Hamid Momatash, *Gateshead*
2	19"23	Tom Rumsby, *Bristol*
3	21"21	Rob Humphrey, *Leicester*
4	21"47	Tom Donoughue, *Balsham*
5	21"57	Tom Woodward, *Bredon*

FOX

1	13"87	Hamid Momatash, *Gateshead*
2	13"95	Ben Rumsby, *Bristol*
3	14"05	James Wood, *Cumbria*
4	14"80	Jan-Erik Spangberg, *Sweden*
5	16"13	Laurence Imich, *Essex*

PIKACHU

1	10"80	Hamid Momatash, *Gateshead*
2	11"01	David Marsland, *Cheshire*
3	11"47	Luke Brown, *Worcester*
4	11"97	Ben Rumsby, *Bristol*
5	12"01	Robert Harrison, *Wakefield*

BONUS 1 TOTAL TIME

1	3'19"55	Hamid Momatash, *Gateshead*
2	3'24"50	Ben and Tom Rumsby, *Bristol*
3	3'39"60	Jan-Erik Spangberg, *Sweden*
4	4'25"44	Matthew Sexton, *Bedford*

BONUS 2 TOTAL TIME

1	5'49"88	Hamid Momatash, *Gateshead*
2	5'56"63	Ben and Tom Rumsby, *Bristol*
3	6'35"21	Matthew Sexton, *Bedford*



You don't need bags of cash to join our club, just stacks of talent!

Hard graft in't always fun, but 't 'as its rewards, as your grandad might say. Wise words indeed. But here's the thing with Skill Club – granted, it's by no means easy to get your name writ bold in our exclusive leagues and carved into the office wall by Alan and Steve (no, really…), but by 'eck you'll have a blast along the way!

So how does it work? Well, first, complete a crop of challenges from the opposite page – three for Bronze, seven for Silver, ten for Gold, and 14 for the Platinum league. Once that's done, simply send us photo or video proof of your impressive abilities with the form below, remembering to mark the envelope 'Skill Club Millennium'.

Everyone who gets in is rewarded with an **N64** Skill Club certificate and a smart **N64** pin badge to flaunt before their mates, while Gold-level Clubbers also get a Gamester Advanced Controller or a Gamester Tremor Pak with 1Mb memory for their efforts. And if you become one of those elite Platinum players, you'll get a rare **N64** T-shirt to treasure, too. Mint!

the rules

- *You need to accomplish three challenges to earn yourself a Bronze placing, seven for Silver, ten for Gold and 14 to make it into the Platinum list.*
- *You can enter whichever challenges you like – it is entirely up to you.*
- *You can use PAL or NTSC copies of the game, but if you opt for NTSC you'll have to achieve the faster of the two listed times in Mario Kart and Wave Race.*
- *Each challenge entered must be accompanied by photographic or video proof.*
- *We know how to recognise the influence of cheat carts and codes. Offenders will be held up to ritual humiliation and stoned out of the country by zealous citizens.*
- *You can enter the leagues in stages if you wish. If you've made it into the Bronze league, just send us further proof to elevate yourself to a loftier position. Remember to tick the upgrade box!*
- *Bronze, Silver, Gold and Platinum leagues will be published in each future edition of* **N64**.
- *If you'd like your tapes or photographs back, please include a stamped, addressed envelope.*

HOW TO... prove your achievements

Taking photographs

Point at the screen and click away. For best results, turn off or cover up the flash (it will reflect off the screen), draw the curtains and use a fast film – 200 or, best of all, 400 ASA.

Taking videos

1. *Take the lead that connects your N64 to your TV and plug it into the 'Signal In' socket on the back of your video.*
2. *Connect the 'Signal Out' socket on your video to your TV and turn both on.*
3. *Switch your TV to the video channel and switch on your N64 with a game plugged into it.*
4. *Find a spare channel on the video's tuning mechanism and look for the N64 signal. Save the setting.*
5. *Achieve your challenge and get to the appropriate result screen.*
6. *Pop in a tape and press 'record'. Press 'Stop' after five seconds or so.*
7. *Repeat steps 5 and 6 according to the number of challenges you're attempting.*
8. *Rewind the tape to the beginning of your evidence (so we can see your scores quickly and easily). And that's about it.*

---

skill club MILLENNIUM

ENTRY FORM

Hello there,

I'd like to humbly put myself forward for the Bronze/Silver/Gold/Platinum Skill Club Millennium league. I include proof of my achievements in:

	A F-Zero X		K Zelda
	B ISS '98		L GoldenEye 007
	C Rogue Squadron		M Pilotwings
	D Super Mario 64		N Donkey Kong 64
	E Turok: Rage Wars		O Resident Evil 2
	F Lylat Wars		P Mario Golf
	G Quake II		Q Shadowman
	H Wave Race 64		R Jet Force Gemini
	I 1080°		S Smash Bros
	J Mario Kart		T World Driver

Please send my badge and certificate to:

Name ....

Address ....

....

....

Hey folks! I'm upgrading! ☐

....

Use a photocopy of this form if you'd rather not cut your copy of **N64** *Magazine.*

challenge A — F-Zero X

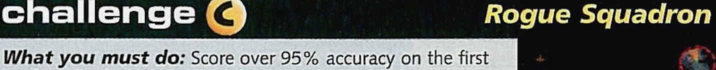
What you must do: Get a time of under 50 seconds on Death Race.
Proof: A photo of your time, shown on the info screen after the race.
Helpful tips: The DGG+ free with issue 22.

challenge B — ISS '98



What you must do: Finish all the scenarios.
Proof: A photo of the two completed Scenario screens.
Helpful tips: There's the review in issue 20. And, um, that's it. You're on your own here.

challenge C — Rogue Squadron



What you must do: Score over 95% accuracy on the first level, Ambush at Mos Eisley.
Proof: A photo of the stats screen.
Helpful tips: Tips in issue 27, or issue 31's DGG+.
(Note: feel free to use any ship for this, including the V-Wing and Naboo Fighter.)

challenge D — Super Mario 64

What you must do: Complete the game (with 120 stars, not 70) with over 2,000 coins. Yup, 2,000.
Proof: A photo of the records screen, showing your coin totals for every world.
Helpful tips: Issues 1-5 and there's also issue 15's DGG+.

challenge E — Turok: Rage Wars





What you must do: Unlock every character in the game. It's a toughie.
Proof: A photo of the character select screen.
Helpful tips: Mark's lovely review in issue 35, and accompanying tips in **N64**/38.

challenge F — Lylat Wars

What you must do: Get 270 or more hits on the first level, Corneria.
Proof: A photo of your best score from the Ranking screen.
Helpful tips: The free poster magazine with **N64**/8, and DGG+ 2 (free with issue 13).

challenge G — Quake II

What you must do: Beat the first level – Strogg Outpost – in under 35 seconds.
Proof: A photo of the stats screen, which appears after you finish the level. Mint.
Helpful tips: Review in issue 32, tips in issue 33. Luvverly.

challenge H — Wave Race 64

What you must do: Beat a time of 1'34" (PAL) or 1'23" (NTSC) on the Southern Island course.
Proof: A photo of the stats screen, clearly showing your time.
Helpful tips: Plenty o' help in **N64**/2, and have a 'decko' at the DGG+ on the front of issue 14.

challenge I — 1080° Snowboarding



What you must do: Beat a time of 1'20" in Golden Forest, the trickiest of tracks.
Proof: A photo of the records screen.
Helpful tips: The Double Game Guide+ free with issue 22 is stacked with fruity help. Yes.

challenge J — Mario Kart 64



What you must do: Beat a time of 1'43" (PAL) or 01'35" (NTSC) on Koopa Troopa Beach.
Proof: A picture of the records screen, showing your time.
Helpful tips: The help-filled review in issue 4, tips in issue 5 and the DGG+ with issue 13 will all help.

challenge K — The Legend of Zelda



What you must do: Catch the Hylian Loach (using the sinking lure).
Proof: An in-game photo, showing Link holding the Loach, with the weight displayed.
Helpful tips: The DGG+ with issue 26 will tell you all.

challenge L — GoldenEye 007



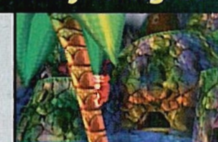
What you must do: Unlock all 23 cheats.
Proof: A photo of the unlocked cheats. From the, er, cheats screen.
Helpful tips: i-Spy magazine with **N64**/9, tips in **N64**/10 and 12 and the DGG+ which came with issue 12.

challenge M — Pilotwings



What you must do: Score over 3,550 points in total.
Proof: Photographs of both the main mission select screen and the bonus mission select screen, with all points displayed.
Helpful tips: There's a guide in issue 6, and loads of help in the DGG+ found free with issue 19.

challenge N — Donkey Kong 64



What you must do: Grab all 201 bananas and complete 101% of the game.
Proof: A photo of the information from the pause screen.
Helpful tips: You'll find everything you need to know in issues 37, 38 and 39.

challenge O — Resident Evil 2



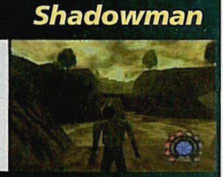
What you must do: Get an 'A' rating on Leon's main adventure.
Proof: A photo of the final screen, showing your rating.
Helpful tips: There's a full walkthrough in issue 38.

challenge P — Mario Golf



What you must do: Get all 108 Birdie Badges.
Proof: A photo of the Play Mode select screen.
Helpful tips: Mr Kitts fashioned a lovely guide in issue 35.

challenge Q — Shadowman



What you must do: Collect all 120 Dark Souls.
Proof: A photo of the pause screen, showing your total Dark Soul count.
Helpful tips: Tips in issue 33, plus the tips book with issue 34.
(Note: there are actually around 123 Dark Souls in the game, but 120 will do.)

challenge R — Jet Force Gemini



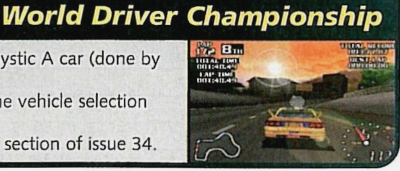
What you must do: Reach Mizar's asteroid (by rescuing all the tribals and finding all ship parts).
Proof: A photo of the asteroid on the map screen.
Helpful tips: There are tips in issues 35 and 36, and also in the Double Game Guide+ free with issue 38.

challenge S — Super Smash Bros



What you must do: Unlock all four secret characters (Luigi, Ness, Jigglypuff and Captain Falcon).
Proof: A photo of the Character Select screen.
Helpful tips: The tips in issue 37 will tell you how to unlock the secret characters.

challenge T — World Driver Championship



What you must do: Unlock the '99 Mystic A car (done by winning the GT1 Championship).
Proof: A photo of the unlocked car at the vehicle selection screen.
Helpful tips: Some hints adorn the tips section of issue 34.

GO! GO!



HALL OF FAME

PLATINUM Club

complete 14 challenges

Anthony Woods, *Wolverhampton*
Matthew Hall, *Ruislip*
Richard Milham, *Wolverhampton*
David Cittern, *Middlesex*
Andrew McGrae, *Southport*
Matthew Weston, *Nottingham*
Dan Masters, *Australia*
Gary Brawn, *Cheshire*

SILVER Club

complete 7 challenges

Jamie Chambers, *Cheshire*	A,D,E,H,K,L,P
Mike Richards, *Westbury*	B,G,H,L,N,R,S
Martin Flynn, *Kent*	D,J,K,L,M,N,R
Alex McIver, *Edinburgh*	A,C,D,L,M,N,S
Lorne Tietjen, *Woking*	D,E,F,H,I,J,O
Riki Taylor, *New Zealand*	C,G,I,K,N,R,S
Stephen Woods, *Lanarkshire*	A,C,D,E,G,J,L
The Alliance (c/o Richard Granville), *Bridgend*	C,G,L,N,P,R,S
Joseph and Jerry Murphy, *Co. Cork*	B,G,L,N,O,R,S
Scott Houston, *Co. Antrim*	D,F,I,K,L,N,R,S
James McDermott, *Australia*	C,E,G,I,L,N,Q,R
Christophe Zerathe and Thomas Grand, *London*	C,I,K,L,N,P,R,S

GOLD Club

complete 10 challenges

Gary Carney, *Newcastle-upon-Tyne*	A,C,D,G,K,L,O,P,R,S
Jonathan Bird, *Suffolk*	C,E,G,I,J,N,O,P,Q,R
Craig Silcocks, *Trowbridge*	B,C,D,G,H,J,L,N,R,S
Ben Wells, *Suffolk*	C,E,G,I,J,N,O,P,Q,R
Jamie Hobbs, *Thetford*	A,D,E,J,K,M,N,P,R,S
Chris Caufield and Sam Moorhouse, *Halifax*	C,G,K,L,N,P,Q,R,S,T
Jan-Erik Spangberg, *Sweden*	A,C,E,G,H,I,L,P,R,S
Kostas A. Mitzithras, *Greece*	B,C,H,J,L,N,P,R,S,T
Justin Badger, *Wolverhampton*	B,C,D,K,L,M,N,P,R,S
Joel Fuller, *Australia*	C,D,E,G,H,I,K,L,N,P,R,S

BRONZE Club

complete 3 challenges

Stefan Charles, *Dorchester*	L,N,S
Ben Cook, *Shoreham-by-Sea*	D,L,R
Lorenz Pasch, *London*	B,L,P
Damien Plumb, *Cambridge*	L,N,P
Jonathan Walker, *West Midlands*	K,R,S
Christopher Simon Davies, *Walsall*	B,H,P
William Clifton, *Newcastle-upon-Tyne*	L,Q,S
Anders Tonsberg, *Norway*	L,P,S
Christopher Fennelly, *London*	L,R,S
Matthew Wilkins, *Malmesbury*	A,G,K
Matthew Sexton, *Bedford*	C,P,S
Janne Kaitila, *Finland*	D,R,S
James McGuigan, *Co. Armagh*	L,P,R
Hedley Gabriel, *Essex*	L,N,S
James Talbot-Hammond, *Farnham*	C,R,S
Chris Lowe, *Tyne & Wear*	A,L,R
Morten Tronstad, *Norway*	N,R,S
Daniel McGarrigle, *Ireland*	L,N,R
Thomas Beesley, *Burton-on-Trent*	C,R,S
James Fowler, *Staffordshire*	N,R,S
Alexander Davies, *Wales*	L,R,S
Ciarán O'Mara, *Dublin*	C,R,S
Adam Bull, *Leeds*	E,P,R
Matthew Hart, *Holland*	C,L,S
Simon Hynard, *Norwich*	C,P,R
Michael Oakes, *Nantwich*	C,Q,R
Stewart McIver, *Edinburgh*	C,N,S
Neil Coffey, *East Kilbride*	N,P,S
Mark Hall, *Newport*	E,L,S
Martyn Cook, *Ayrshire*	C,K,S
Karl von der Luehe, *Surrey*	B,P,S
John Calderon, *Lanarkshire*	G,R,S
Ben Wilkins, *Australia*	C,H,L
Martin Gore, *Dublin*	N,P,S
Stephen Hibbs, *London*	L,R,S
Ian Calderwood, *Harpenden*	E,L,T
Nader Kohbodi, *Anglesey*	B,P,S
Bobby Matthews, *Kingston-upon-Thames*	C,L,S
John Burke, *Bromley*	H,N,P
Alex Hellowell, *St Albans*	K,L,S
Andrew McQuillan, *Australia*	C,N,R
Tim Witney, *Essex*	L,N,O
Chris Eaves, *Newport Pagnell*	L,S,T
Tara Tietjen, *Woking*	F,H,I,J
David Conroy, *Accrington*	C,N,R,S
Matthew Li Kam Wa, *Lancashire*	C,F,L,S
Ruben Larsen, *Norway*	I,K,N,R
Bent Eigil Sumelius, *Norway*	A,B,C,H
Sheldon Marsh, *Somerset*	C,F,N,S
Dylan Foale, *Devon*	C,L,M,R
Kasper Bruun, *Denmark*	C,G,L,Q
Turo Halinen, *Finland*	C,D,R,S
Chris Scott, *London*	G,L,P,R
Matt Swales, *Australia*	L,P,R,S
Luke Wilson, *Stourport-on-Severn*	L,P,S,T
Anthony Coombes, *Bridgwater*	E,G,L,Q
James O'Leary, *London*	C,E,G,L
Raymond Wegman, *Holland*	P,Q,R,S
Alicia Thompson, *Sheffield*	A,B,C,L,O
Chris Bartlett, *Kent*	A,D,J,L,S
Daniel Nolan, *London*	K,L,P,R,S
Colin White, *Derbyshire*	G,L,N,R,S
David Ainscough, *Australia*	L,P,R,S,T
Chris Richards and Michael Petch, *Doncaster*	C,G,K,L,S
David Furness, *Edinburgh*	C,G,K,L,P
Stephen Larner, *Stoke-on-Trent*	C,N,O,Q,R
Simon Nash, *Watford*	L,N,P,R,S
Peter Bottomley, *Cheshire*	J,L,N,O,R
Simon Johanssen, *Sweden*	A,E,L,N,P,R
Richard Jenkins, *Scotland*	B,C,H,K,L,R
Mark Poulter, *Warrington*	C,H,J,L,N,S
Andrew Simmonds, *Waterlooville*	B,G,J,L,P,S









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Club 64 DIRECTORY

So, where can you find the most up-to-date N64 games directory ever? Right here, that's where!

How it all works

NEW! Yep, we reviewed some of the games in Directory over TWO years ago so, whilst they might have deserved their mark then, some of them have been superseded by newer games. Our Star Mark shows how we feel the game fares now. Out of five.

It's now super-easy to see whether the game in question got a Star Game Award (85% or over). If it did, we recommend you buy it!

PARTY POOPER 64

21% 0 Publisher ● Price ● No. of players ● rumble pak ● Type of save ● expansion pak ● Issue reviewed ● Reviewer (see opposite)



A controversial game, this, where points are scored for giving the birthday boy or girl as disappointing a present as possible, crushing their spirit beyond repair and fostering a brooding resentment and bitterness. Never mind, though – they'll be dead soon!

TOP TIP *With people giving birth to bouncing babies left, right and centre, best divert all your cash into christening presents. Crusty OAPs should be left to die quietly.*

NEW! *Information now includes whether a game uses a Rumble, Controller or Expansion Pak.*

Here we tell you whether you should buy the game or not, in a quick and informative fashion. You can rest assured, we know our games and we know how to tell if games are good.

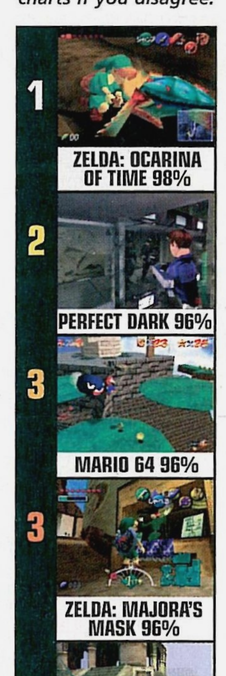
For every Star Game, you'll also find a tip, packed like tuna into this nice and concise space. Handy as a bag lady!

Know your reviewer

JA	James Ashton
JD	Jonathan Davies
MH	Marcus Hawkins
TW	Tim Weaver
WO	Wil Overton
ZN	Zy Nicholson
JS	Jon Smith
JN	Jonathan Nash
JB	Jes Bickham
TT	Tim Tucker
ME	Max Everingham
JP	James Price
SJ	Steve Jarratt
MK	Martin Kitts
MG	Mark Green
DM	Dean Mortlock
OH	Oliver Hurley
AM	Alan Maddrell
GE	Geraint Evans

HIGHLY RATED

The top five games in Directory. Masterpieces every one. Send in your charts if you disagree.



1 ZELDA: OCARINA OF TIME 98%
2 PERFECT DARK 96%
3 MARIO 64 96%
3 ZELDA: MAJORA'S MASK 96%
5 TUROK 2 95%

UK Game releases

40 WINKS
71% 3 GT ● £55 ● 1/2 players ● rumble pak ● controller pak ● expansion pak ● Issue 35 ● MK

Good-looking, professional but totally uninspired and only marginally enjoyable 3D adventure.

1080° SNOWBOARDING
89% 4 Nintendo ● £40 ● 1/2 players ● rumble pak ● on cart ● Issue 21 ● MK



It takes a while to get into, but stick with it and that familiar Nintendo magic shines through.

TOP TIP *In Match race, beat the six courses on expert to unlock Deadly Falls.*

A BUG'S LIFE
31% 1 Activision ● £40 ● 1 player ● rumble pak ● controller pak ● Issue 39 ● JB

Absolutely awful 3D 'adventure'. Avoid like true evil itself.

AERO FIGHTERS ASSAULT
58% 1 Konami ● £55 ● 1/2 players ● rumble pak ● controller pak ● Issue 16 ● MK

Good in spells, but flawed and disappointing at length. Feels realistic but is too dull, too often.

AERO GAUGE
10% 0 ASCII ● £55 ● 1/2 players ● rumble pak ● controller pak ● Issue 17 ● MK

A real stinker of a *Wipeout* clone with pop-up, cheating opponents and terrible controls.

ALL-STAR BASEBALL
84% 3 Acclaim ● £40 ● 1-4 players ● rumble pak ● controller pak ● Issue 22 ● TW

A meticulously put together baseball sim, with hi-res graphics and ultra-detailed gameplay.

ALL-STAR BASEBALL 2000
80% 4 Acclaim ● £40 ● 1-4 players ● rumble pak ● controller pak ● expansion pak ● Issue 28 ● MG

Not much of an update but still quite impressive.

ALL STAR TENNIS
68% 3 Ubi Soft ● £40 ● 1-4 players ● on cart ● Issue 26 ● MK

Schizophrenic tennis game that can't decide whether it wants to be sim or arcade.

ARMORINES
76% 3 Acclaim ● £40 ● 1-4 players ● rumble pak ● controller pak ● expansion pak ● Issue 37 ● JB

Tonnes of potential, but let down by woeful visuals and peashooter-style weapons.

ARMY MEN: SARGE'S HEROES
67% 3 3DO ● £40 ● 1-4 players ● rumble pak ● controller pak ● expansion pak ● Issue 36 ● JB

A brilliant idea – toy soldiers fight it out – is let down by sloppy execution.

ASTEROIDS HYPER 64
53% 2 Crave ● £40 ● 1-4 players ● rumble pak ● on-cart ● Issue 38 ● JB

Dull and repetitive arcade update for retro enthusiasts only. Don't give it the time of day.

AUTOMOBILI LAMBORGHINI
67% 2 Titus ● £20 ● 1-4 players ● rumble pak ● controller pak ● Issue 10 ● TW

Not bad, just competent.

BANJO-KAZOOIE
92% 5 Nintendo/Rare ● £50 ● 1 player ● rumble pak ● on cart ● Issue 18 ● JA




Rare's mastery is once again demonstrated in this vast, stunningly beautiful *Mario*-alike.

TOP TIP *After you've drained the sandcastle in TTC, return to Banjo's house and look up at the picture of Bottles to play a puzzle game.*

BATMAN OF THE FUTURE
16% 1 Ubi Soft ● £30 ● 1 player ● rumble pak ● no save ● Issue 49 ● AM

Lamentably retro sideways-scrapper that's over before it's begun.

BATTLETANX
74% 3 3DO ● £40 ● 1-4 players ● rumble pak ● controller pak ● Issue 26 ● TW

Strangely compulsive multiplayer tank blaster.

BATTLETANX GLOBAL ASSAULT
81% 4 3DO ● £40 ● 1-4 players ● rumble pak ● controller pak ● Issue 40 ● JB

Tremendous multiplayer shenanigans marred by a boring single-player game.

BATTLEZONE
73% 3 Crave ● £40 ● 1-4 players ● rumble pak ● controller pak ● expansion pak ● Issue 40 ● JB

Sprawling but slow, complex and uninvolving mix of *Command & Conquer* and *Quake*.

BEETLE ADVENTURE RACING
81% 4 EA ● £40 ● 1-4 players ● rumble pak ● controller pak ● Issue 27 ● MK

Squillions of shortcuts and stacks of detail.

BIO FREAKS

76% 3 GT ● £40 ● 1/2 players ● rumble pak ● on cart ● Issue 20 ● JA

Looks excellent but shallow gameplay.

BLAST CORPS

88% 5 Nintendo/Rare ● £20 ● 1 player ● on cart ● controller pak ● Issue 5 ● JS



One of the most original games on the N64, and one you're almost certain to enjoy.

TOP TIP *Re-enter a race after 'doing' it to race against your very own ghost.*

BLUES BROTHERS 2000

28% 1 Titus ● £40 ● 1/2 players ● rumble pak ● controller pak ● Issue 46 ● AM

About as bad as the movie. Purchase at your peril.

BODY HARVEST

91% 5 Gremlin ● £20 ● 1 player ● rumble pak ● on cart ● Issue 22 ● TW



Brilliant shoot-'em-up with stacks of bug-bashing, tonnes of vehicles and huge worlds.



TOP TIP *Start a game with your name as ICHEAT. Press Left-C, A, Top-C, Down on the D-pad, Right-C, Right on the D-pad to fly.*

BOMBERMAN 64

50% 1 Hudson/Nintendo ● £20 ● 1-4 players ● on cart ● Issue 8 ● ZN

Tedious one-player mode and awful multiplayer.

BOMBERMAN HERO

66% 2 Nintendo ● £40 ● 1 player ● rumble pak ● on cart ● Issue 21 ● TW

Uninspiring 3D adventure, but compulsive at times. Up against *Banjo*, mind, it looks rubbish.

BUCK BUMBLE

70% 2 Ubi Soft ● £50 ● 1/2 players ● rumble pak ● controller pak ● Issue 20 ● JP

Dodgy graphics, unconvincing controls, but not the worst shoot-'em-up we've ever played.

BUST-A-MOVE 2

80% 4 Acclaim ● £40 ● 1/2 players ● controller pak ● Issue 17 ● JA

One of the best puzzle games in the world, and certainly the finest so far on the N64.

BUST-A-MOVE 3

82% 4 Acclaim ● £40 ● 1-4 players ● rumble pak ● controller pak ● Issue 24 ● MK

Bust-a-Move as it's always been, except for a simultaneous four-player mode. Recommended.

CARMAGEDDON 64

8% 0 SCi ● £40 ● 1/2 players ● rumble pak ● controller pak ● Issue 36 ● TW

This will violate your very soul with its shocking awfulness. Absolute dog turd.

CASTLEVANIA

81% 4 Konami ● £40 ● 1 player ● rumble pak ● controller pak ● Issue 27 ● JB

Learn to live with the ropey camera and the 3D *Castlevania* delivers shocks aplenty. Spook!

CASTLEVANIA LEGACY OF DARKNESS

75% 3 Konami ● £40 ● 1 player ● rumble pak ● controller pak ● Issue 38 ● JB

Revamped version of the original, with two new characters and extra levels.

CENTRE COURT TENNIS

67% 3 Hudson ● £40 ● 1-4 players ● rumble pak ● controller pak ● Issue 25 ● TW

Not the tennis game we were hoping for. We still yearn for a 64-bit version of *Super Tennis*.

CHAMELEON TWIST

70% 2 Ocean ● £40 ● 1-4 players ● on cart ● Issue 10 ● JD

Thrills and spills but it won't take you long to finish. The multiplayer game is okay, mind.

CHAMELEON TWIST 2

55% 1 Sunsoft ● £40 ● 1 player ● controller pak ● rumble pak ● Issue 26 ● MG

Unimaginative, short-lived platform dross. With no multiplayer it'll last you all of two hours.

CHARLIE BLAST'S TERRITORY

52% 3 Kemco ● £35 ● 1-4 Players ● rumble pak ● Issue 30 ● MG

Creaky old Amiga game, *Bombuzal*, given a most basic tarting up with dodgy 3D graphics.

CHOPPER ATTACK

81% 3 GT ● £50 ● 1 player ● rumble pak ● on cart ● Issue 20 ● JP

A simple yet engrossing helicopter shoot-'em-up, very much in the *Desert Strike* tradition. Top!

CLAYFIGHTER 63⅓

24% 0 Interplay ● £20 ● 1/2 players ● on cart ● Issue 9 ● JB

As painful as a game where you have red hot needles shoved into your eyes. Very, very hard.

COMMAND & CONQUER

75% 3 Nintendo ● £40 ● 1 player ● rumble pak ● on cart ● expansion pak ● Issue 32 ● TW

It's four years old on the PC and this conversion is nothing special. Good but never spectacular.

CRUIS'N USA

24% 0 Nintendo ● £20 ● 1 player ● rumble pak ● on cart ● Issue 13 ● TW

Dump. Less about driving, more a rule book on how to cock-up console games.

CRUIS'N WORLD

38% 0 Nintendo/Midway ● £20 ● 1-4 players ● rumble pak ● on cart ● Issue 20 ● TW

Why Nintendo put their name to this appalling sequel is a mystery of Area 51 proportions.

CYBERTIGER WOODS GOLF

72% 3 EA ● £40 ● 1/2 players ● rumble pak ● controller pak ● Issue 40 ● TW

Not-bad golf game, complete with wacky power-ups and rubbish control system.

DAIKATANA

67% 3 Kemco ● £40 ● 1-4 players ● rumble pak ● controller pak ● expansion pak ● Issue 41 ● JB

Very average *Quake*-clone with RPG titbits.

DARK RIFT

69% 1 Vic Tokai ● £20 ● 1/2 players ● on cart ● Issue 9 ● JD

Uninspiring special moves and similar characters. Nicely animated but, ultimately, really rather dull.

DESTRUCTION DERBY

65% 3 THQ ● £40 ● 1-4 players ● rumble pak ● controller pak ● Issue 36 ● TW

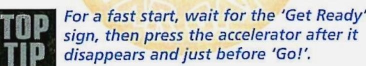
Mind-meltingly simple, strangely compulsive, sometimes dull crash-'em-up.

DIDDY KONG RACING

90% 4 Nintendo/Rare ● £40 ● 1-4 players ● rumble pak ● on cart ● Issue 10 ● JA



A massive adventure mode and three different vehicles. Not quite as good as *MK* though.



TOP TIP *For a fast start, wait for the 'Get Ready' sign, then press the accelerator after it disappears and just before 'Go!'.*

DISNEY'S TARZAN

35% 1 Activision ● £40 ● 1 player ● rumble pak ● controller pak ● Issue 40 ● MK

2D platformer completely bereft of imagination, invention or any sense of fun. Utterly odious.

DONALD DUCK QUACK ATTACK

69% 2 Ubi Soft ● £40 ● 1 player ● controller pak ● expansion pak ● Issue 49 ● GE

Simple platformer executed reasonably well. Er, and that's about it.

DONKEY KONG 64

93% 5 Rare ● £60 (with exp pak) ● 1-4 players ● rumble pak ● expansion pak ● Issue 36 ● MG



It's *Banjo-Kazooie*+, but it's still gaming at its greatest. An absolutely awesome adventure.

TOP TIP *Find all 20 banana fairies to activate all the cheats.*

DOOM 64

77% 2 GT ● £25 ● 1 player ● controller pak ● Issue 7 ● JA

Solid and workman-like but, up against *Turok* and *GoldenEye*, it looks dreadfully old hat.

WRETCHED

The worst games you can buy. Take your money elsewhere if they tempt you from the shop shelf...

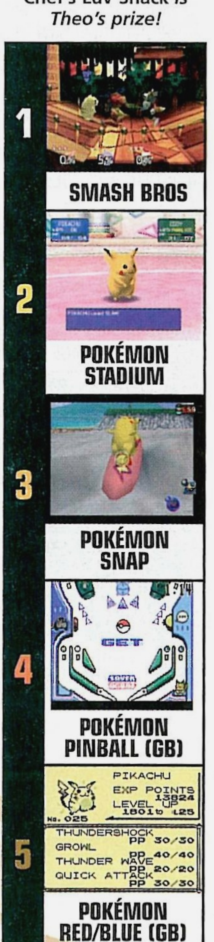
1. CARMAGEDDON 8%
2. MK MYTHOLOGIES 9%
3. AERO GUAGE 10%
4. SUPERMAN 14%
5. BATMAN OF THE FUTURE 16%



GO! GO!

WINNER!

Theo Grzegorczyk from London is one of those rare Pika-haters out there. The heretic does concede, however, that the cheeky yella fella stars in some tip-top games. A copy of South Park: Chef's Luv Shack is Theo's prize!



DUAL HEROES

50% 0 — Bitwave/Hudson • £30 • 1/2 players • controller pak • Issue 17 • MK

Stashed full of innovative features, this is sadly ruined by some terrible AI. Shame, that.

DUCK DODGERS

75% 3 — Infogrames • £40 • 1/2 players • rumble pak • on cart • Issue 47 • MG

Let down by a duff camera, but otherwise a surprisingly decent Warner Bros platformer.

DUKE NUKEM 64

85% 4 — GT • £25 • 1-4 players • rumble pak • controller pak • Issue 10 • TW




A commendably violent and vastly enjoyable conversion. A brilliant multiplayer game as well.

TOP TIP *At the main menu, press Left, Left, L, L, Right, Right, Left, Left (using the D-pad and shoulder button) to enable the cheat menu.*

DUKE NUKEM: ZERO HOUR

90% 4 — GT • £40 • 1-4 players • controller pak • expansion pak • Issue 28 • MG




A new third-person view, but the same great gameplay. Not perfect, but when it's good, it's *very* good.

TOP TIP *Decapitate the fire hydrants and drink the nutritious water therein.*

EARTHWORM JIM 3D

68% 3 — Virgin • £40 • 1 players • controller pak • rumble pak • Issue 35 • JB

It's Jim again, in 3D. Mediocre but enjoyably silly.

ECW HARDCORE REVOLUTION

80% 3 — Acclaim • £40 • 1-4 players • controller pak • rumble pak • expansion pak • Issue 39 • MG

Fun rasslin', rubbish licence, dull characters.

EXCITEBIKE 64

90% 5 — Nintendo • £45 • 1-4 players • controller pak • rumble pak • Issue 43 • MG




Tip-top motocross action, with sublime handling that takes a leaf from *Wave Race*'s book.



Hold L, Right-C, Bottom-C and A on the main menu, then enter BLAHBLAH on the cheat menu for big heads.

EXTREME G

87% 2 — Acclaim • £30 • 1-4 players • rumble pak • controller pak • Issue 9 • TW




Impressive in its day with face-melting speed and beautiful tracks but somewhat displaced now.

TOP TIP *Enter your name as RA50 and quit a race – you'll keep your race position.*

EXTREME G2 (XG2)

85% 4 — Acclaim • £40 • 1-4 players • rumble pak • controller pak • Issue 23 • JB




XG2 is considerably easier to play, better to look at, and sports a vastly improved multiplayer.

TOP TIP *For all the bikes enter 3GP8ZKW76ZMW as a password.*

F1 RACING CHAMPIONSHIP

72% 3 — Ubi Soft • £40 • 1/2 players • rumble pak • controller pak • expansion pak • Issue 47 • MK

Decent, realistic racer, but doesn't quite match the splendour of *F1WGP*.

F1 POLE POSITION

71% 1 — Ubi Soft • £25 • 1 player • controller pak • Issue 7 • JD

Good fun in places, but obvious flaws include horrendous pop-up and stop-dead banks.

F1 WORLD GP

93% 5 — Nintendo/Paradigm • £30 • 1/2 players • rumble pak • on cart • Issue 20 • JA




Astonishingly realistic, visually stunning racing sim that really shows off the N64's power.



Select exhibition and change D. Williams' surname to Vacation to access the hot and fast Hawaii circuit.

F1 WORLD GP 2

72% 3 — Nintendo • £40 • 1/2 players • rumble pak • on cart • expansion pak • Issue 32 • JA

There's not enough new here.

FIFA 64

39% 0 — EA • £25 • 1-4 players • controller pak • Issue 2 • TW

Like a rash. Only not as enjoyable.

FIFA '98

83% 2 — EA • £30 • 1-4 players • controller pak • Issue 10 • TW

There's promise here. Not perfect, but better.

FIFA '99

83% 4 — EA • £40 • 1-4 players • controller pak • rumble pak • Issue 26 • TW

The best *FIFA* game yet. It's no *ISS '98* though.

FIGHTERS DESTINY

86% 4 — Ocean • £50 • 1/2 players • rumble pak • controller pak • Issue 13 • JB




Gorgeous animation, likeable characters and a clever Master Challenge. In a very real sense our *Tekken*.



Enter the Master Challenge with any character, beat everyone, and you'll be able to select the Master as a playable character.

FIGHTING FORCE

26% 1 — Crave • £40 • 1/2 players • rumble pak • controller pak • Issue 37 • MG

Dreadful 3D *Final Fight* rip-off.

FLYING DRAGON

73% 2 — Interplay • £40 • 1/2 players • controller pak • rumble pak • Issue 27 • TW

Fairly enjoyable but instantly forgettable.

FORSAKEN

87% 4 — Acclaim • £50 • 1-4 players • rumble pak • controller pak • Issue 16 • MK




A fabulous *Descent*-style shoot-'em-up with great lighting and visuals. Weak multiplayer, though.

TOP TIP *Press A, R, Z, Up on the D-pad, Top-C, Bottom-C, Bottom-C at the Start.*

F-ZERO X

91% 5 — Nintendo • £40 • 1-4 players • rumble pak • on cart • Issue 22 • JP




The fastest racer on earth, and one of the most exhilarating four-player games you can buy.

TOP TIP *Complete all cups on all levels to access a random track generator.*

GASP!!

47% 1 — Konami • £50 • 1/2 players • rumble pak • controller pak • Issue 22 • TW

We sprang out and punched it in the face.

GAUNTLET LEGENDS

81% 4 — Midway • £40 • 1-4 players • rumble pak • controller pak • expansion pak • Issue 36 • JB

Enjoyable update of creaky old classic. T'rific in multiplayer, dull on your own.

GEX DEEP COVER GECKO

22% 0 — Crave • £40 • 1 player • rumble pak • controller pak • Issue 36 • MK

Another turgid Gex 'game' strikes like a nasty case of shingles. Leave it to die.

GEX 64 ENTER THE GECKO

59% 1 — GT • £50 • 1 player • rumble pak • controller pak • Issue 21 • JP

This rough-around-the-edges 3D platformer isn't so much dreadful as painfully average.

GLOVER

83% 4 — Hasbro • £50 • 1 player • rumble pak • on cart • Issue 21 • MK

An inspired, superbly odd idea turns out to be a stonking, but hard, 3D adventure.

GOEMON 2

69% 3 — Konami • £40 • 1/2 player • rumble pak • on cart • Issue 29 • JB

After the excellent *Mystical Ninja* 3D adventure, Goemon steps back to the days of the SNES for this average 2D platform romp. Disappointing.

GOLDENEYE 007

94% 5 — Nintendo/Rare • £50 • 1-4 players • rumble pak • on cart • Issue 9 • TW




Brilliant levels and scenery and a perfectly judged difficulty curve. About as good as it gets.


TOP TIP *We've had tips and tricks for this game in just about every issue since it was released. Check out N64/12 and 14 in particular.*



GT 64

67% 1 — Ocean • £50 • 1/2 players • rumble pak • controller pak • Issue 17 • TW

Handles well, but it's slow, ugly and there's far too much pop-up. Not what we were hoping for.

HERCULES THE LEGENDARY JOURNEYS

66% 2 — Titus • £40 • 1 player • rumble pak • controller pak • Issue 48 • AM

Fairly good *Zelda* clone, but with nowhere near as much depth. Shame.

HEXEN

69% 1 — Midway • £30 • 1-4 players • controller pak • Issue 5 • JD

Fun in a retro kind of way but, in the light of *GoldenEye*, hard to recommend.

HOLY MAGIC CENTURY

71% 3 — Konami • £50 • 1 player • controller pak • Issue 23 • MG

RPG which could have been better but for the tedious random battles and Americanised plot.

HOT WHEELS

61% 3 — EA • £40 • 1/2 players • rumble pak • controller pak • expansion pak • Issue 36 • JB

Big jumps, big speeds, big action! Er, well, sort of. Fun for a while at least.

HYBRID HEAVEN

83% 4 — Konami • £40 • 1 player • rumble pak • controller pak • expansion pak • Issue 33 • JB

Niggly sci-fi RPG, but a superb story and ingenious battle system pull it through.

HYDRO THUNDER

84% 4 — Midway • £40 • 1-4 players • rumble pak • controller pak • Issue 39 • JB

Fantastic sub-*Wave Race* water racer.

IGGY'S RECKIN' BALLS

56% 1 — Acclaim • £40 • 1-4 players • rumble pak • controller pak • Issue 19 • MK

Push Left or Right and watch the CPU opponents win every time. As dull as Chris Tarrant.

IN-FISHERMAN BASS HUNTER 64

67% 3 — Take 2 • £40 • 1 player • rumble pak • on cart • Issue 34 • JB

A comprehensive package of all things angling.

INTERNATIONAL TRACK & FIELD 2000

86% 4 — Konami • £40 • 1-4 players • rumble pak • controller pak • expansion pak • Issue 41 • JB




Impressive update of the Olympic button-basher, with superb graphics and finger-knacking gameplay.

TOP TIP *To avoid hand injury, wrap a velcro wallet around your hand and rub the buttons with your palm.*

ISS 2000

90% 4 — Konami • £40 • 1-4 players • rumble pak • controller pak • expansion pak • Issue 46 • MK




Not a huge update, but *ISS 2000*, complete with an all-new career mode, is still a fantastic game.

TOP TIP *Listen to your manager's advice to keep your RPG player on top form. Rest during training, too, else you'll soon get injured.*

ISS 64

92% 4 — Konami • £30 • 1-4 players • rumble pak • controller pak • Issue 41 • JB




An almost flawless game which could only have been bettered with the addition of real teams.


TOP TIP *Super teams: At the title screen hold Z and press Up, L, Up, L, Down, L, Down, L, Left, R, Right, R, Left, R, Right, R, B, A. Release Z and press Start.*

ISS '98

92% 5 — Konami • £40 • 1-4 players • controller pak • Issue 20 • MK




Enhanced and updated and, now more than ever, the finest football game in the world.


TOP TIP *Bonus teams: At the Start screen press Up, Top-C, Up, Top-C, Down, Bottom-C, Down, Bottom-C, Left, Left-C, Right, Right-C, Left, Left-C, Right, Right-C, B, A, hold Z and Start.*

JEREMY MCGRATH SUPERCROSS

53% 2 — Acclaim • £40 • 1-4 players • rumble pak • controller pak • expansion pak • Issue 40 • TW

"As uninteresting as Anne Robinson." 'Nuff said.

JET FORCE GEMINI

93% 5 — Rare • £50 • 1-4 players • rumble pak • on cart • Issue 34 • MK




Wondrous marriage of stunning looks, hectic blasting and deep gameplay. Rare at their best – again.

TOP TIP *You can pick up dead drone ammo and use it to replenish both the Plasma Shotgun and the Machine Gun. Handy, no?*

KILLER INSTINCT

62% 2 — Nintendo/Rare • £20 • 1/2 players • controller pak • Issue 3 • MH

Great in its time, but who wants a 2D beat-'em-up in the light of *Tekken* and even *MK4*?

KIRBY 64 THE CRYSTAL SHARDS

72% 3 — Nintendo • £40 • 1 player • rumble pak • on cart • Issue 45 • AM

Repetitive and disappointingly unimaginative platforming with the marshmallow blob.

KNOCKOUT KINGS 2000

82% 3 — EA • £30 • 1/2 players • controller pak • rumble pak • Issue 35 • TW

Unexpectedly entertaining boxing sim, complete with Mohammed Ali and create-a-player.

KNIFE EDGE

42% 2 — Nintendo • £30 • 1-4 players • on cart • rumble pak • Issue 24 • JA

A light gun game when there isn't one. Dull.

LEGEND OF ZELDA OCARINA OF TIME

98% 5 — Nintendo • £50 • 1 player • rumble pak • on cart • Issue 24 • JB




Simply the greatest game ever created. Utterly amazing. This *must* be one of your Desert Island Carts.

TOP TIP *Check out N64/24 for a guide on how to complete the first dungeon.*

LEGEND OF ZELDA MAJORA'S MASK

96% 5 — Nintendo • £40 • 1 player • rumble pak • expansion pak • on cart • Issue 49 • MG




Rich and inventive, with enough intricate puzzles and heart-rending moments to blow your brain open.

TOP TIP *Smash a pot near an owl statue for a red fairy, then warp to the same statue – the red fairy's back in the pot!*

LEGO RACERS

70% 3 — Lego Media • £40 • 1/2 players • rumble pak • controller pak • Issue 36 • MK

Highly original *Mario Kart* clone with some nice ideas. Shame about the handling.

LODE RUNNER 3D

70% 3 — Infogrames • £40 • 1 player • rumble pak • on cart • Issue 29 • JB

A retro puzzler with gameplay unchanged since the Commodore 64. There's plenty of it too.

LYLAT WARS

91% 5 — Nintendo • £30 • 1-4 players • rumble pak • on cart • Issue 8 • JN



Not as perfect as it could've been (it needed a level select) but another tour-de-force for Shigsy.

TOP TIP *Achieve gold on all levels for the four-player Tank and Expert modes.*

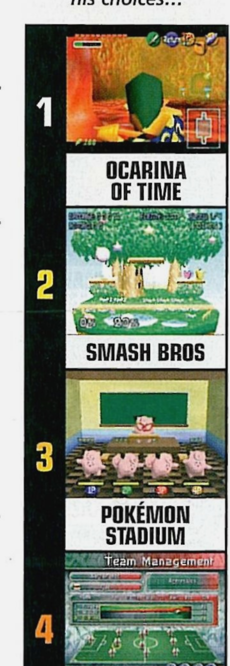
MACE: THE DARK AGE

81% 3 — GT • £30 • 1/2 players • on cart • Issue 9 • JB

A highly competent fighter that'll tide you over 'til Capcom arrive on the scene.

TWONK!

Just goes to show there's no pleasing some people. Jamie Marshall from Edinburgh has sent in his list of five games he thinks are rubbish. See if you agree with his choices...


1. OCARINA OF TIME
2. SMASH BROS
3. POKÉMON STADIUM
4. FIFA '98
5. LYLAT WARS

GO! GO!


WEIRD!

Gathered from far and wide, Chris Plant from Leamington has graciously listed his five favourite weird things.



MADDEN 64

92% 3 EA ● £40 ● 1-4 players ● rumble pak ● controller pak ● Issue 10 ● TT




The first 64-bit outing for the *Madden* series is a great success but it looks a bit dated compared to *NFL '99*.

TOP TIP *Madden super team: at the create player screen type AT(space)Madden.*

MADDEN NFL '99

88% 5 EA ● £40 ● 1-4 players ● rumble pak ● controller pak ● expansion pak ● Issue 23 ● MK



This hi-res version plays just as well and also has a play editor, a practice mode and lots of new options.

TOP TIP *Hidden team codes: THROWBACK, HAMMERHEAD, INTHEGAME.*

MAGICAL TETRIS CHALLENGE

51% 2 Activision ● £40 ● 1/2 players ● rumble pak ● on cart ● Issue 34 ● JB

Contemptible attempt to update *Tetris* with rubbish new shapes. Avoid, please.

MARIO GOLF

90% 5 Nintendo ● £40 ● 1-4 players rumble pak ● on cart ● GB pak ● Issue 34 ● MK




Not just a top-hole golf simulator, this is simply great fun for everyone. The plumber does it again.

TOP TIP *Get all 108 birdie badges and play as Terminator Mario.*

MARIO KART 64

91% 5 Nintendo ● £30 ● 1-4 players controller pak ● on cart ● Issue 4 ● JD




A fab multiplayer and you'll still be racing the one-player tracks long after you've beaten them.

TOP TIP *Accelerate just before the light turns green for a super-fast start.*

MARIO PARTY

85% 4 Nintendo ● £40 ● 1-4 players rumble pak ● on cart ● Issue 27 ● JN




Book an evening off, get some friends together and you'll have the most outrageous fun. Yup.

TOP TIP *Eternal Star: complete all boards, earn 100 stars and visit the bank.*

MARIO PARTY 2

87% 4 Nintendo ● £45 ● 1-4 players rumble pak ● on cart ● Issue 42 ● MG




Not much fun on your own, but find three friends and your in for one hell of a party.

TOP TIP *Press L while on a board to hear your character cheer.*

MARIO TENNIS

91% 5 Nintendo ● £40 ● 1-4 players rumble pak ● on cart ● transfer pak ● Issue 47 ● MK




It's Mario. It's tennis. It's absolutely gobsmackingly ace. The multiplayer's a joy, too. Get it in!

TOP TIP *Win the Star Cup with all the characters, then hold R while selecting your player to access the Rainbow Cup.*

MICHAEL OWEN'S WLS 2000

84% 4 THQ ● £45 ● 1-4 players ● rumble pak ● controller pak ● Issue 33 ● MK

Silky smooth, goal-drenched football game, with real league teams. No *ISS*, mind.

MICRO MACHINES 64 TURBO

86% 4 Codemasters ● £40 ● 1-8 players ● rumble pak ● controller pak ● Issue 25 ● JB




Classic multiplayer action for up to eight miniature racing fans sharing four controllers.

TOP TIP *Don't take the shortcuts. Try to veer off the track and you blow up.*

MILO'S ASTRO LANES

38% 0 Interplay ● £40 ● 1-4 players ● rumble pak ● on cart ● Issue 26 ● TW

'Stunningly dull'. Give it a miss.

MISCHIEF MAKERS

90% 4 Nintendo/Treasure ● £40 ● 1 player ● on cart ● Issue 8 ● JB




It's retro but it's totally rewarding. A perfect example of how to do 2D on the N64.

TOP TIP *Check out our extensive guide in N64/12. You won't regret it. Nosiree.*

MISSION: IMPOSSIBLE

75% 3 Infogrames ● £40 ● 1 player ● rumble pak ● on cart ● Issue 19 ● TW

Horrendous AI, clunky engine and bad controls.

MK MYTHOLOGIES

9% 0 GT ● £Too much ● 1 player ● rumble pak ● controller pak ● Issue 11 ● JD

This could only be less enjoyable if it squirted sulphuric acid into your face.

MONACO GRAND PRIX

87% 4 Ubi Soft ● £40 ● 1/2 players ● rumble pak ● controller pak ● Issue 27 ● JB



Not as deep or complex as Paradigm's *F1 WGP*, but a tyre-squealingly good game all the same.

TOP TIP *Remember to use your brakes on the corners!*

MONSTER TRUCK MADNESS

66% 2 Take 2 ● £40 ● 1/2 players ● rumble pak ● Issue 33 ● JB

Okay-ish conversion of knackered old PC game.

MORTAL KOMBAT 4

84% 4 GT ● £45 ● 1/2 players ● rumble pak ● controller pak ● Issue 20 ● JP

The best version of *MK* yet.

MORTAL KOMBAT TRILOGY

34% 1 GT ● £40 ● 1/2 players ● rumble pak ● controller pak ● Issue 1 ● TW

This is really poor. A wealth of options, cheats, extras and finishing moves can't save it.

MULTI RACING CHAMPIONSHIP

71% 2 Ocean/Imagineer ● £30 ● 1/2 players ● controller pak ● Issue 8 ● JD

The conversion job has done it no favours.

MYSTICAL NINJA

90% 4 Konami ● £50 ● 1 player ● controller pak ● Issue 14 ● TW




With plenty to do, this sprawling, enjoyable adventure tries really hard to square up to *Mario*.

TOP TIP *If you're short of coins remember the pots regenerate if you go out the room and then come back in again.*

NAGANO WINTER OLYMPICS

32% 1 Konami ● £45 ● 1-4 players ● rumble pak ● controller pak ● Issue 12 ● JD

Luge, bobsleigh, halfpipe, *curling*, they're all here and they're all extremely boring.

NASCAR '99

59% 1 EA ● £40 ● 1/2 players ● rumble pak ● controller pak ● Issue 23 ● MG

A tedious slog round a succession of oval tracks. Kind of like spinning round on a swivel chair.

NBA COURTSIDE

90% 4 Nintendo ● £20 ● 1-4 players rumble pak ● controller pak on cart ● Issue 18 ● MK



Fluid gameplay, sharp graphics and a simple control system make this the best basketball game ever.

TOP TIP *Hold L while selecting a pre-season game to access the secret teams.*

NBA HANGTIME

52% 1 GT ● £25 ● 1-4 players ● on cart ● Issue 6 ● JS

Two-on-two basketball gets very boring.

NBA IN THE ZONE 2000

69% 3 Konami ● £50 ● 1-4 players ● rumble pak ● controller pak ● Issue 44 ● AM

Competent, but not as good as *NBA Courtside 2*.

NBA JAM '99

83% 3 Acclaim ● £40 ● 1-4 players rumble pak ● controller pak ● Issue 24 ● MG

Not *quite* up to the standard of *NBA Courtside*.

NBA JAM 2000

80% 4 Acclaim ● £40 ● 1-4 players ● rumble pak ● controller pak ● Issue 37 ● MK

Smooth passing and a top create-a-player.

NBA LIVE '99

64% 2 EA ● £40 ● 1-4 players ● rumble pak ● controller pak ● Issue 24 ● JB

The poor man's basketball game.

NBA LIVE 2000

65% 3 EA ● £40 ● 1-4 players ● rumble pak ● controller pak ● Issue 38 ● MK

Huge and difficult basketball game starring Michael Jordan. One for the fans.

NBA PRO '98

71% 2 Konami ● £40 ● 1-4 players ● rumble pak ● controller pak ● Issue 14 ● JP

An enjoyable multiplayer and lots of options.

NBA PRO '99

52% 2 Konami ● £40 ● 1-4 players ● controller pak ● Issue 27 ● JP

Painfully average.

NFL BLITZ

87% 4 GT ● £45 ● 1/2 players ● rumble pak ● controller pak ● Issue 22 ● MK



Arcade-style American football. Fast play with plenty of scraps and a customisable editor.



TOP TIP *At the Matchup screen, tap in 2-0-3-Right for Big Head mode.*

NFL QUARTERBACK CLUB '98

86% 3 Acclaim ● £40 ● 1-4 players ● rumble pak ● controller pak ● Issue 10 ● TT



It's got the crucial NFL licence but doesn't quite manage to displace *Madden*. More for the purists.

TOP TIP *Check out our five-page guide to Yank-thrashing in N64/12.*

NFL QBC '99

90% 5 Acclaim ● £40 ● 1-4 players ● rumble pak ● controller pak ● expansion pak ● Issue 23 ● MK



Incredibly realistic American footie sim featuring the best motion-captured animation ever seen.

TOP TIP *For fat players, enter MRSHMLLW. For constant injuries enter HSPTL.*

NFL QBC 2000

60% 2 Acclaim ● £40 ● 1-4 players ● rumble pak ● controller pak ● expansion pak ● Issue 36 ● MK

Duff update. Stick with last year's version.

NHL '99

74% 4 EA ● £50 ● 1-4 players ● rumble pak ● controller pak ● Issue 22 ● JP

Good but not great. Buy *Wayne Gretzky* instead.

NHL BREAKAWAY

62% 2 Acclaim ● £40 ● 1-4 players ● rumble pak ● on cart ● Issue 14 ● DM

Little excitement, nowt original. *Gretzky*'s better.

NHL BREAKAWAY '99

64% 2 Acclaim ● £40 ● 1-4 players ● rumble pak ● controller pak ● Issue 24 ● JB

Mildly diverting hockey sim: can't touch *Gretzky*.

NHL PRO '99

52% 2 Konami ● £40 ● 1-4 players ● controller pak ● Issue 27 ● JP

An above-average slice of ice-based hockey.

NUCLEAR STRIKE

82% 4 THQ ● £40 ● 1 player ● rumble pak ● controller pak ● expansion pak ● Issue 39 ● MK

Top notch update of classic 'copter game, with lashings of great missions.

OLYMPIC HOCKEY

60% 1 GT ● £25 ● 1-4 players ● controller pak ● Issue 15 ● MK

Cheap, cynical cash-in on a sporting non-event.

OPERATION WINBACK

83% 4 Virgin ● £40 ● 1-4 players ● rumble pak ● controller pak ● Issue 41 ● MK

Looks a bit ropey but full of stealth. Plays like a combination of *GoldenEye* and *Metal Gear Solid*.

PAPERBOY

62% 2 Midway ● £40 ● 1 player ● rumble pak ● controller pak ● Issue 36 ● MK

Pleasant enough rendition of a simple classic, but you'll complete it in minutes.

PENNY RACERS

58% 2 THQ ● £40 ● 1-4 players ● rumble pak ● controller pak ● Issue 25 ● MK

Slow and boring, even when it speeds up. Dump.

PERFECT DARK

96% 5 Rare ● £50 ● 1-4 players ● rumble pak ● controller pak ● on cart ● expansion pak ● transfer pak ● Issue 42 ● MK





Absolutely stunning. If you had to choose just one game for your N64, this would be it. Unmissable.

TOP TIP *For small characters complete Area 51: Infiltration*

PGA EUROPEAN TOUR GOLF

80% 4 Infogrames ● £40 ● 1-4 players ● rumble pak ● on cart ● Issue 38 ● MK

Looks dodgy but plays a very solid game. Serious golf fans should check it out.

PILOTWINGS 64

89% 5 Nintendo ● £20 ● 1 player ● on cart ● Issue 1 ● TW





A supreme example of how to harness the N64's immense potential. Absolutely stunning visuals.

TOP TIP *The 4 Birdman Stars are hidden in New York's park, inside Arctic Island's waterfall, in a cave on Crescent Island and on the bridge-shaped rock on Holiday island.*

POKÉMON SNAP

80% 4 Nintendo ● £45 ● 1 player ● on cart ● Issue 45 ● MK

Gorgeous photo-snapping safari on Pokémon Island – but only 63 monsters?

POKÉMON STADIUM

90% 5 Nintendo ● £50 ● 1-4 players ● rumble pak ● on cart ● includes transfer pak ● Issue 41 ● MG





Download your GB Pokémon to your N64, and battle them in glorious 3D. Tremendous fun.

TOP TIP *To battle with Mewtwo, beat the Gym Leader Castle and get trophies in all 10 tournaments in Stadium Mode. Beat Mewtwo and you unlock a new game mode.*

PREMIER MANAGER 64

82% 4 Gremlin ● £40 ● 1 player ● on cart ● Issue 31 ● TW

By no means perfect but at times it's compelling and as the N64's only footie management sim, we have to recommend it.

QUAKE 64

79% 3 GT ● £25 ● 1/2 players ● rumble pak ● controller pak ● Issue 15 ● JP

Tidy new light sourcing, polygonal monsters, a lame two-player deathmatch and lots of blood.

QUAKE II

90% 4 Activision ● £40 ● 1-4 players ● rumble pak ● controller pak ● expansion pak ● Issue 32 ● MG





The one-player game is a little outdated but the multiplayer game is absolutely stunning.

TOP TIP *For extra costume colours enter S3TC 0OLC 0L0R S??? as a password.*

RAINBOW SIX

87% 4 Take 2 ● £40 ● 1/2 players ● rumble pak ● controller pak ● Issue 35 ● TW



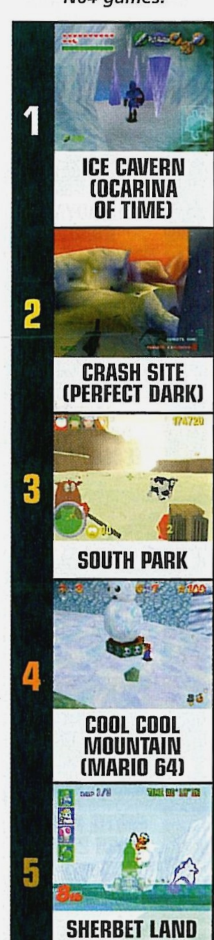


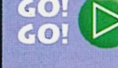
Complex, hard-as-nails stealth-'em-up with one-shot kills and tactical planning. Ace!

TOP TIP *Throw Flashbangs round corners to stun any waiting enemies. Then shoot them while they're incapacitated.*

BRRR!

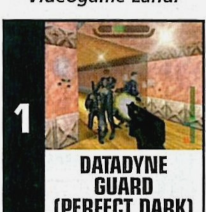
It's cold out there. But Blighty's not alone in its wintery chilliness. Matthew Park from Suffolk has sent us his top five freezing places in N64 games.





FIRED!

Taking inspiration from Martin Day's 'best jobs in games' chart in N64/48, Kerry Howells from Hampshire has done the opposite with the five worst jobs to be had in Videogame Land.

1


DATADYNE GUARD (PERFECT DARK)

2

JANUS OPERATIVE (GOLDENEYE)

3

K. ROOL HENCHMAN (DK64)

4

FOOTIE PLAYER (ISS 2000)

5

PAPERBOY (PAPERBOY)

RAKUGA KIDS
80% 4 Konami ● £40 ● 1/2 players ● rumble pak ● on cart ● Issue 22 ● MK

The most adorable characters in the world scrap it out in this 2D graffiti-'em-up.

RAMPAGE WORLD TOUR
54% 1 GT ● £45 ● 1-3 players ● controller pak ● Issue 16 ● MK

This conversion of the age-old arcade classic is fun but, ultimately, it's expensive and limited.

RAMPAGE 2 UNIVERSAL TOUR
22% 0 Midway ● £40 ● 1-3 players ● rumble pak ● controller pak ● Issue 29 ● MK

Utterly rancid arcade yawn-fest. One of the most tedious games you could waste your money on.

RAT ATTACK
70% 3 Mindscape ● £40 ● 1-4 players ● rumble pak ● controller pak ● Issue 36 ● JB

Simple, well executed puzzle-'em-up, with cats trying to catch rats. And that's it.

RAYMAN 2
73% 3 Ubi Soft ● £40 ● 1 player ● rumble pak ● controller pak ● expansion pak ● Issue 35 ● MG

Another armless and unlovable Ubi Soft character stars in another below-par *Mario* clone.

READY 2 RUMBLE
81% 3 Midway ● £40 ● 1/2 players ● rumble pak ● controller pak ● Issue 37 ● MG

Ploddy but enjoyably cartoony boxing romp.

RESIDENT EVIL 2
90% 4 Virgin ● £40 ● 1 player ● rumble pak ● expansion pak ● Issue 36 ● MG

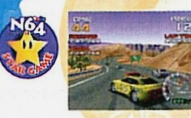

Super-scary, if shortlived, zombie finery. Looks the absolute business in hi-res.

TOP TIP *Kill the zombie near the police station for extra costumes.*

RE-VOLT
73% 3 Acclaim ● £40 ● 1-4 players ● rumble pak ● controller pak ● expansion pak ● Issue 33 ● MG

Better-than-average racing game.

RIDGE RACER 64
91% 5 Nintendo ● £40 ● 1-4 players ● rumble pak ● on cart ● Issue 40 ● MG


Stunning greatest hits package of the PlayStation games, topped with some exclusive N64 extras.

TOP TIP *Keep the rev counter between 6,000 and 7,000 for a speed start.*

ROAD RASH 64
68% 3 THQ ● £40 ● 1-4 players ● rumble pak ● controller pak ● Issue 36 ● JB

Solid, entertaining but unspectacular.

ROADSTERS
80% 4 Titus ● £40 ● 1-4 players ● rumble pak ● controller pak ● Issue 36 ● TW

Not perfect, but quick. Great.

ROBOTRON 64
75% 2 GT ● £50 ● 1/2 players ● controller pak ● Issue 12 ● JN

An entertaining update of the arcade game.

ROCKET: ROBOT ON WHEELS
88% 4 Ubi Soft ● £40 ● 1 player ● rumble pak ● controller pak ● Issue 36 ● JB



The most original, inventive 3D platformer you'll play in a long time. Top grade.

TOP TIP *Collect Tinker Tokens and Tinker will give you new special abilities.*

ROGUE SQUADRON
85% 4 Lucas Arts ● £50 ● 1 player ● on cart ● rumble pak ● expansion pak ● Issue 25 ● TW


Rattlingly good Star Wars combat flight game, with incredibly effective 3D sound and great graphics.

TOP TIP *Type in IGIVEUP to obtain a handy amount of lives – an infinite supply!*

RUGRATS TREASURE HUNT
48% 1 THQ ● £40 ● 1-4 players ● rumble pak ● controller pak ● Issue 33 ● MG

Dire rip-off of *Mario Party*. Crud.

RUSH 2 EXTREME RACING USA
73% 4 GT ● £40 ● 1/2 players ● rumble pak ● controller pak ● Issue 24 ● TW

You'll either love it or hate it.

SAN FRANCISCO RUSH
82% 3 GT ● £25 ● 1/2 players ● rumble pak ● controller pak ● Issue 11 ● TW

Gravity-defying leaps, rattling top speeds, mid-air multi-car pile-ups and tonnes of explosions.

SAN FRANCISCO RUSH 2049
91% 4 Midway ● £40 ● 1-4 players ● rumble pak ● controller pak ● expansion pak ● Issue 48 ● GE



Super-fast, car-flipping futuristic racer with countless hours of exploration in it.


TOP TIP *Rack up 100,000 points in the stunt mode and you'll open up an excellent new arena: Disco... Get down!*

SCARS
79% 3 Ubi Soft ● £40 ● 1-4 players ● rumble pak ● controller pak ● Issue 23 ● MK

Kind of like a futuristic version of *Mario Kart* but there are several better alternatives out there.

SHADOWGATE 64
43% 2 Kemco ● £40 ● 1 player ● rumble pak controller pak ● Issue 31 ● JB

An old-school RPG that'll see you drifting into a deep slumber after about 20 minutes of play.

SHADOWMAN
93% 5 Acclaim ● £40 ● 1 player ● rumble pak ● controller pak ● expansion pak ● Issue 32 ● JB



Vast, believable worlds, a superb plot, serial killers and a dash of voodoo magic. Unmissable.

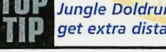
TOP TIP *Once you've collected 100 Cadeaux, deposit them in the Temple of Life (in the Wasteland) for extra health.*

SHADOWS OF THE EMPIRE
78% 3 Nintendo/LucasArts ● £40 ● 1 player ● on cart ● Issue 1 ● JA

Fab snowspeeder and space battles are ultimately let down by some lacklustre *Doom*-style bits.

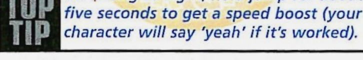
SILICON VALLEY
91% 5 Take 2 ● £50 ● 1 player ● on cart ● Issue 22 ● MK


The most original console game ever. A breathtakingly clever and supremely playable platformer.


TOP TIP *On the 'monkey swinging' section on Jungle Doldrums, push Jump twice and you get extra distance on your leap. Handy!*

SNOWBOARD KIDS
86% 4 Nintendo/Atlus ● £30 ● 1-4 players ● rumble pak ● controller pak ● Issue 14 ● JA


Mario Kart on ice. Technically a little ragged but still great fun. Check out the multiplayer!


TOP TIP *On a long straight, hold jump for about five seconds to get a speed boost (your character will say 'yeah' if it's worked).*

SOUTH PARK
73% 3 Acclaim ● £40 ● 1-4 players ● rumble pak ● controller pak ● expansion pak ● Issue 25 ● JA

Monotonous and basic first-person shooter.

SOUTH PARK: CHEF'S LUV SHACK
83% 4 Acclaim ● £40 ● 1-4 players ● rumble pak ● controller pak ● Issue 36 ● TW

Genuinely amusing *Mario Party* rip-off..

SOUTH PARK RALLY
88% 4 Acclaim ● £40 ● 1-4 players ● rumble pak ● controller pak ● expansion pak ● Issue 38 ● MG


Missions, computer bots and every South Park character you can think of. Great stuff!

TOP TIP *Search Gayworld to dig out handy Mr Hanky Poo power-ups.*

STARSHOT SPACE CIRCUS FEVER
68% 2 Infogrames ● £40 ● 1 player ● rumble pak ● on cart ● Issue 22 ● JP

A 3D platformer that's been pre-dated by *Banjo*.

STAR WARS EPISODE 1: RACER
88% 5 Nintendo ● £50 ● 1/2 players ● rumble pak ● on cart ● expansion pak ● Issue 30 ● MK



Blindingly fast future racer, with the kind of atmosphere you can only get in Star Wars games.



TOP TIP *Hold Z when selecting Start Game to see your racer trading insults.*

SUPERCROSS 2000
76% 3 EA ● £40 ● 1/2 players ● rumble pak ● controller pak ● Issue 39 ● JB

More-than-passable bike sim.

SUPERMAN
14% 0 Titus ● £40 ● 1-4 players ● rumble pak ● controller pak ● Issue 31 ● TW

DO NOT, repeat, DO NOT buy this.

SUPER MARIO 64
96% 5 Nintendo ● £50 ● 1 player ● on cart ● Issue 1 ● ZN



Everything that's made previous *Mario* titles great, fleshed out into 3D. Second only to *Zelda*.

TOP TIP *Sideflip and press A and B at the same time to make Mario belly flop.*

SUPER SMASH BROS
90% 5 Nintendo ● £40 ● 1-4 players ● rumble pak ● Issue 36 ● MG



Beatifully playable, totally original Nintendo platform beat-'em-up. Smasher.

TOP TIP *To pull off the super-useful Triple Jump, press Up twice, then Up and B.*

TAZ EXPRESS
27% 1 Infogrames ● £40 ● 1 player ● on cart ● Issue 43 ● AM

Utterly hateful. Only slightly more involving than a Kevin Bacon convention, and just as ugly.

TETRISPHERE
69% 3 Nintendo ● £20 ● 1/2 players ● controller pak ● Issue 13 ● SJ

Confusing, complicated and frustrating.

THE NEW TETRIS
88% 5 Nintendo ● £40 ● 1-4 players ● rumble pak ● Issue 33 ● MK





At last! The definitive non-GB *Tetris* game. Superb music, ace four-player ents.



TOP TIP *Go for the gold blocks by placing four of the same pieces together. You're awarded with ten lines for every line you get rid of.*

THE WORLD IS NOT ENOUGH
88% 4 EA/Eurocom ● £40 ● 1-4 players ● rumble pak ● controller pak ● expansion pak ● Issue 49 ● MG





Great Bond shooter: the true successor to *GoldenEye*. Niggly in places, and pales in comparison to *PD*.

TOP TIP *To incapacitate the guards in the bank, you need to shoot them with the watch darts. Anything else and it's game over, man.*

TOM & JERRY: FISTS OF FURRY
35% 2 Ubi Soft ● £40 ● 1/2 players ● rumble pak ● on cart ● Issue 49 ● GE

Duff cartoon scrapper. Without a four-player mode! Pants.

TONIC TROUBLE
55% 2 Ubi Soft ● £40 ● 1 player ● controller pak ● rumble pak ● Issue 33 ● MG

Occasionally fun, but more often dull and remarkably uninspired 3D platformer.

TONY HAWK'S SKATEBOARDING
86% 4 Activision ● £40 ● 1/2 players ● rumble pak ● controller pak ● expansion pak ● Issue 41 ● MK





Very playable skateboard sim with the emphasis on tremendous stuntwork.



TOP TIP *For a 10x trick multiplier, hold L at the pause menu and hit: Down, Right, Up, Right, Up, Left, Left-C.*

TOP GEAR OVERDRIVE
79% 3 Nintendo ● £45 ● 1/4 players ● rumble pak ● expansion pak ● on cart ● Issue 24 ● TW

Arcade-standard visuals adorn a racer that you so desperately want to love... but just can't.

TOP GEAR RALLY
86% 4 Nintendo/Boss ● £40 ● 1/2 players ● controller pak ● Issue 8 ● JD





Some of the fastest, most realistic driving ever to grace a computer game. Well designed tracks.

TOP TIP *Complete game 'seasons' to earn (in order) the Milk Truck, Helmet Car and Ball Car. • Double Game Guided on N64/18.*

TOP GEAR RALLY 2
90% 5 Kemco ● £40 ● 1-4 players ● rumble pak ● controller pak ● expansion pak ● Issue 38 ● JB



Brilliant rally game with arcade handling. There's even a random track generator.



TOP TIP *Stick with your chosen team for as long as possible to get the best possible upgrades.*

TOY STORY 2
71% 3 Activision ● £40 ● 1 player ● rumble pak ● controller pak ● Issue 39 ● TW

Surprisingly good 3D platformer, with fun levels and sturdy puzzles.

TUROK DINOSAUR HUNTER
91% 4 Acclaim ● £30 ● 1 player ● controller pak ● Issue 1 ● TW





Screen-filling dinosaurs, ludicrously bloody violence and some breathtaking weapons. Fantastic!



TOP TIP *Type LKMBRD and use L and R to fly around the level. • Type NTHGTHDGDCRTDTRK for all cheats.*

SLAP!

It's Follicle Challenge time, baldy fans! Appreciators of the hairless wonder, take your shiny, slippery delight in this chart o' slapheads, courtesy of Robert Clark from Kent.

1 
SHADOWMAN (SHADOWMAN)

2 
WIZPIG (DIDDY KONG RACING)

3 
KIRBY (SMASH BROS)

4 
SQUIRTLE (POKÉMON STADIUM)

5 
JES BICKHAM (N64 MAG)

GO! GO!

Club 64 DIRECTORY readers' top five

cut out and send

WIN!
An N64 game of your choice!

The reader with the best and most original chart wins an N64 game of their choice.

Send your completed form to:
N64 Directory Charts, N64 Magazine, Future Publishing, 30 Monmouth Street, Bath, BA1 2BW.

REMEMBER! Your top five can be anything: your top five favourite games, your top five favourite death scenes, your top five favourite winter games, your top five favourite racing games, *anything* at all. Be creative!

My Top Five...
....are:

1. ....
2. ....
3. ....
4. ....
5. ....

Name..
Address..
....
....
....
Postcode..
Game wanted..

JIGGY!

Crazy dancing's where it's at, according to Matt Deane from Southampton. He's sent us his list of the five strangest dancing queens in N64 games.



TUROK 2: SEEDS OF EVIL

95% 5 Acclaim ● £40 ● 1-4 players ● rumble pak ● controller pak ● expansion pak ● Issue 21 ● TW




A breathtaking follow-up to a superb original. Alongside *Zelda*, an essential purchase.

TOP TIP *Enter BEWAREOBLIVIONISATHAND for access to all the in-game cheats.*

TUROK 3: SHADOW OF OBLIVION

82% 3 Acclaim ● £50 ● 1-4 players ● rumble pak ● controller pak ● expansion pak ● Issue 46 ● MG

Brilliant in places but plain tedious in others. No match for the sublime *Perfect Dark*.

TUROK: RAGE WARS

87% 4 Acclaim ● £40 ● 1-4 players ● rumble pak ● controller pak ● expansion pak ● Issue 35 ● MG




The third *Turok* proves to be an immensely enjoyable deathmatch-based shooter.

TOP TIP *Search lava pits for goodies. Keep an eye on your health, though.*

TWISTED EDGE

60% 2 Nintendo ● £40 ● 1/2 players ● rumble pak ● controller pak ● Issue 24 ● TW

An amateur snowboarding outing. Just competent.

VIGILANTE 8

74% 3 Activision ● £40 ● 1-4 players controller pak ● expansion pak Issue 28 ● JB

Average *Twisted Metal* clone.

VIGILANTE 8 SECOND OFFENCE

69% 3 Activision ● £40 ● 1-4 players rumble pak ● controller pak ● expansion pak ● Issue 40 ● JB

Polished-looking but ultimately tedious update of last year's original.

VIRTUAL POOL 64

77% 4 Interplay ● £40 ● 1/2 players ● controller pak ● Issue 26 ● MG

Surprisingly playable pool sim.

V-RALLY 99

90% 5 Infogrames ● £40 ● 1/2 players ● rumble pak ● controller pak ● Issue 22 ● JA



Finally, the N64 gets an 'arcade' racer to compete with the PSX's best. Fast and furious, this is terrific.

TOP TIP *Score 100% in Arcade mode to get access to two sets of secret cars.*

WAIALAE COUNTRY CLUB GOLF

49% 1 Nintendo ● £40 ● 1-4 players ● rumble pak ● controller pak ● Issue 21 ● TW

It's golf, but golf that looks like it's been through a meat processor.

WAR GODS

46% 0 GT ● £25 ● 1/2 players ● No backup ● Issue 7 ● JB

Once you've sampled all the character's delights, and the silly moves, the novelty soon dissipates.

WAVE RACE 64

90% 5 Nintendo ● £30 ● 1/2 players ● on cart ● Issue 2 ● ZN




Thoroughly realistic water effects and a scintillating two-player make this just as fun as *MK64*.



TOP TIP *To race in the alternate colours, press up on the analogue while selecting your character. • DGG + no. 3 with issue 14.*

WAYNE GRETZKY'S 3D HOCKEY

75% 3 GT ● £25 ● 1-4 players ● controller pak ● Issue 6 ● TW

For sheer whizz-bang, puck-zipping magic, *Gretzky* is hard to beat.

WAYNE GRETZKY'S 3D HOCKEY '98

70% 3 GT ● £25 ● 1-4 players ● controller pak ● Issue 16 ● MK

When all's done and dusted, is it really different enough to warrant buying? No.

WCW MAYHEM

78% 3 EA ● £40 ● 1-4 players ● rumble pak ● controller pak Issue 36 ● MG

EA's first WCW game is lightning quick, but disappointingly lacking in moves.

WCW/NWO REVENGE

75% 3 THQ ● £50 ● 1-4 players ● rumble pak ● on cart ● Issue 22 ● MG

Plenty of new characters and faster gameplay, but nowhere near as good as *WWF Warzone*.

WCW vs NWO WORLD TOUR

70% 2 THQ ● £50 ● 1-4 players ● rumble pak ● controller pak ● Issue 12 ● TW

A perfectly acceptable, technically solid beat-'em-up. Not quite *Tekken*, though.

WETRIX

74% 3 Ocean ● £30 ● 1/2 players ● controller pak ● Issue 15 ● JP

Reasonably priced take on the age-old *Tetris* theme, with water and mountains.

WIPEOUT 64

88% 5 Midway ● £45 ● 1-4 players ● rumble pak ● on cart ● Issue 23 ● TW




The trendiest future racer around finds its natural home on the N64. Looks and sounds terrific.



TOP TIP *Using the airbrakes on gentle corners can flip your craft out of control, so save them for the tightest of turns.*

WORLD CUP '98

73% 2 EA ● £40 ● 1/4 players ● controller pak ● Issue 16 ● JA

Competent, licence-led but sluggish, frustrating and now with semi-automatic tackling. Hmm.

WORLD DRIVER

91% 5 Midway/Boss ● £40 ● 1/2 players ● rumble pak ● controller pak ● Issue 32 ● JB




It might take you a while to get into but this is superb, with stunning visuals and well designed tracks.

TOP TIP *Change car colour: press Z at the car select screen. See*  *N64/34 for more.*

WORMS ARMAGEDDON

85% 4 Infogrames ● £40 ● 1-4 players ● rumble pak ● controller pak ● Issue 36 ● MK




A brilliant conversion of the PC original, with fab multiplayer and random landscapes.

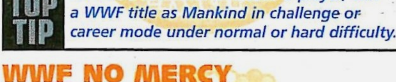
TOP TIP *Complete training and one-player missions for new multiplayer options.*

WWF ATTITUDE

88% 4 Acclaim ● £40 ● 1-4 players ● rumble pak ● controller pak ● Issue 32 ● MG




The closest you'll get to real wrestling on your N64. Check out the create-a-player mode – it's hilarious.



TOP TIP *For extra costumes in create-a-player, win a WWF title as Mankind in challenge or career mode under normal or hard difficulty.*

WWF NO MERCY

92% 5 THQ ● £40 ● 1-4 players ● rumble pak ● controller pak ● transfer pak ● Issue 49 ● AM




A huge improvement on already by far the best wrestling series, laden with options, intrigue and violence.



TOP TIP *The sneaky way to win is the Ring Out. Trap your foe outside the ring and leg it back in when the count's nearly finished.*

WWF WARZONE

85% 4 Acclaim ● £50 ● 1-4 players ● rumble pak ● controller pak ● Issue 19 ● MK




A fantastic fat-fest with hi-res visuals, plenty of fighters, TV-chucking and a fab create-a-player mode.



TOP TIP *On the character biography screens, push down on the analogue to select the wrestlers' alternative uniforms.*

WWF WRESTLEMANIA 2000

90% ★5 THQ ● £40 ● 1-4 players ● rumble pak ● controller pak ● Issue 36 ● OH





The best wrestling game yet. Playable, comprehensive and a mighty good larf too!

TOP TIP *When you pick up a weapon, slide back into the ring to keep it.*

XENA WARRIOR PRINCESS

81% ★4 Titus ● £40 ● 1-4 players ● rumble pak ● controller pak ● expansion pak ● Issue 36 ● MG

Fast-paced, four-player beat-'em-up.

YOSHI'S STORY

86% ★5 Nintendo ● £40 ● 1 player ● rumble pak ● on cart ● Issue 15 ● TW



Surprisingly, a Nintendo game that lacks longevity. But it's amazing to play and beautiful too.



TOP TIP *White Yoshi (3-2): When you find poochie yapping at a red pipe out of reach, go down the next one and look for the '?'.*

Import releases
(not yet released in UK)

Game	Details	Score	Stars
64 O-SUMO	Bottom Up ● 1/2 players ● Issue 11 ● ME	90%	4
AIR BOARDER 64	Human ● 1/2 players ● Issue 16 ● TW	62%	2
ALL STAR BASEBALL 2001	Acclaim ● 1-4 players ● Issue 44 ● AM	81%	4
ARMY MEN: AIR COMBAT	3DO ● 1-4 players ● Issue 46 ● AM	83%	3
AUGUSTA MASTERS '98	T&E Soft ● 1-4 players ● Issue 14 ● JP	40%	1
BANGAIO	Treasure ● 1 player ● Issue 36 ● MK	84%	4
BOMBERMAN SECOND ATTACK	Hudson ● 1-4 players ● Issue 45 ● AM	52%	3
BOMBERMAN D-DAMAN	Hudson ● 1 player ● Issue 20 ● JP	23%	0
BOTTOM OF THE NINTH	Konami ● 1/2 players ● Issue 30 ● TW	44%	2
CHORO Q 64	Takara ● 1-4 players ● Issue 20 ● MK	56%	1
CUSTOM ROBO	Marigul ● 1/2 players ● Issue 41 ● JB	83%	4
DENRYU IRA IRA BOU	Hudson ● 1/2 players ● Issue 12 ● JN	65%	2
DEZAEMON 3D	Athena ● 1-4 players ● Issue 19 ● MK	82%	4
DORAEMON	Epoch ● 1 player ● Issue 2 ● TW	60%	1
DORAEMON 2	Epoch ● 1 player ● Issue 26 ● JB	52%	2
DORAEMON 3	Epoch ● 1-4 players ● Issue 46 ● AM	54%	2
FIGHTER DESTINY 2	Southpeak ● 1/2 players ● Issue 45 ● AM	85%	4
FAMISTA 64	Namco ● 1-4 players ● Issue 11 ● TW	68%	1
FOX COLLEGE HOOPS	Fox Int. ● 1/2 players ● Issue 26 ● TW	25%	0
GET A LOVE PANDA LOVE UNIT	Hudson ● 1 player ● Issue 26 ● TW	??%	2
GLORY OF ST ANDREWS	Seta ● 1-4 players ● Issue 1 ● TW	58%	0
GOLDEN NUGGET	EA ● 1-4 players ● Issue 26 ● TW	52%	2
HARVEST MOON 64	Natsume ● 1 player ● Issue 39 ● MK	90%	5
JANGOU SIM MAH JONG 64	Video System ● 1 player ● Issue 7 ● JD	69%	1
J-LEAGUE DYNAMITE SOCCER	Imagineer ● 1-4 players ● Issue 8 ● TW	66%	1
J-LEAGUE ELEVEN BEAT	Hudson ● 1/2 players ● Issue 10 ● TW	52%	0
J-LEAGUE PERFECT STRIKER	Konami ● 1-4 players ● Issue 1 ● TW	89%	3
J-LEAGUE PERFECT STRIKER 2	Konami ● 1-4 players ● Issue 32 ● TW	90%	5
JEOPARDY!	Take 2 ● 1-3 players ● Issue 16 ● MK	9%	0
JIKKYOU WORLD CUP '98	Konami ● 1-4 players ● Issue 18 ● TW	91%	4
KING OF PRO BASEBALL	Imagineer ● 1-4 players ● Issue 1 ● TW	68%	1
KIRATTO KAIKETSU	Imagineer ● 1-4 players ● Issue 25 ● TW	60%	2
LAST LEGION UX	Hudson ● 1/2 players ● Issue 32 ● MK	60%	3
LEGEND OF THE RIVER KING	Natsume ● 1 player ● Issue 26 ● JB	56%	3
LET'S SMASH	Hudson ● 1-4 players ● Issue 23 ● TW	67%	3
MAH JONG 64	Koei ● 1-4 players ● Issue 3 ● JD	65%	1
MAH JONG MASTER	Konami ● 1-4 players ● Issue 1 ● WO	69%	2
MAJOR LEAGUE BASEBALL	Nintendo ● 1-4 players ● Issue 18 ● MK	74%	4
MAJORA'S MASK	Nintendo ● 1 player ● Issue 43 ● MG	95%	5
MARIO STORY	Nintendo ● 1 player ● Issue 47 ● AM	85%	4
MS PAC-MAN MAZE MADNESS	Namco ● 1-4 players ● Issue 48 ● MG	72%	3
NAMCO MUSEUM	Namco ● 1/2 players ● Issue 44 ● MG	70%	3
NBA COURTSIDE 2	Nintendo ● 1-4 players ● Issue 44 ● MK	87%	4
NEON GENESIS EVANGELION	Bandai ● 1 player ● Issue 35 ● JB	61%	3
NIGHTMARE CREATURES	Activision ● 1 player ● Issue 25 ● MK	57%	1
OGRE BATTLE 3	Quest ● 1 player ● Issue 34 ● MG	82%	4
PACHINKO WORLD 64	Hewia ● 1 player ● Issue 13 ● TW	12%	1
PIKACHU GENKI DECHU	Nintendo ● 1 player ● Issue 25 ● ME	75%	3
POKÉMON PUZZLE LEAGUE	Nintendo ● 1/2 players ● Issue 48 ● MG	89%	4
POKÉMON STADIUM 2	Nintendo ● 1 player ● Issue 25 ● ME	75%	3
POWER LEAGUE 64	Hudson ● 1/2 players ● Issue 7 ● JA	42%	0
POWER PRO BASEBALL 4	Konami ● 1/2 players ● Issue 3 ● TW	54%	2
POWER PRO BASEBALL 5	Konami ● 1/2 players ● Issue 17 ● MK	78%	3
PUYO PUYO SUN 64	Compile ● 1/2 players ● Issue 10 ● ZN	80%	3
RALLY CHALLENGE 2000	Southpeak ● 1/2 players ● Issue 45 ● MG	61%	3
SIM CITY 2000	Imagineer ● 1 player ● Issue 13 ● JP	83%	3
SNOWBOARD KIDS 2	Atlus ● 1-4 players ● Issue 28 ● JA	80%	4
SNOW SPEEDER	Imagineer ● 1/2 players ● Issue 26 ● JA	71%	3
SPACE INVADERS	Activision ● 1 player ● Issue 44 ● MG	73%	3
STARCRAFT 64	Nintendo ● 1/2 players ● Issue 45 ● MG	78%	3
STAR SOLDIER	Hudson ● 1 player ● Issue 19 ● MK	62%	1
SUPER BOWLING	Athena ● 1-4 players ● Issue 30 ● MG	72%	4
SUPER ROBOT SPIRITS	Banpresto ● 1/2 players ● Issue 20 ● MK	58%	2
SUSUME! TAISEN PUZZLE DAMA	Konami ● 1-4 players ● Issue 15 ● TW	78%	4
TAMAGOTCHI WORLD 64	Bandai ● 1-4 players ● Issue 12 ● JN	79%	4
TETRIS 64	Seta ● 1-4 players ● Issue 26 ● JA	42%	1
TOKON ROAD	Hudson ● 1-4 players ● Issue 12 ● DM	49%	1
TOP GEAR HYPERBIKE	Kemco ● 1/2 players ● Issue 44 ● MK	64%	3
TRIPLE PLAY 2000	EA ● 1-4 players ● Issue 29 ● MG	50%	2
TRUMP WORLD	Bottom Up ● 1-4 players ● Issue 21 ● MG	21%	1
VIRTUAL CHESS	Titus ● 1/2 players ● Issue 18 ● TW	76%	3
WCW NITRO	THQ ● 1-4 players ● Issue 27 ● JP	42%	1
WHEEL OF FORTUNE	Gametek ● 1-3 players ● Issue 11 ● TW	17%	0
WONDER PROJECT J2	Enix ● 1 player ● Issue 1 ● WO	55%	2



HATS OFF!

No gentleman is fully attired without what the French call un chapeau, you know. Simon Jeffery from Bedfordshire has sent in his top five hatted folk in N64 games.



1. LINK (OCARINA OF TIME)
2. CHEF (SOUTH PARK RALLY)
3. MARIO (SUPER MARIO 64)
4. ODDJOB (GOLDENEYE)
5. DIDDY KONG (DIDDY KONG RACING)





N64 BACK ISSUES

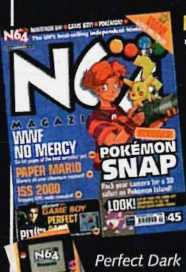
ISSUES 1-43 SOLD OUT!



ISSUE 44
The World is Not Enough Edition

We open up our top-secret dossier on the N64's latest Bond blaster – including the first multiplayer shots. Plus we've got pics of *Mario Tennis*, secret *DK64* stuff, *Tarzan* tips, and the latest *Banjo-Tooie* shots!

● Consider yourself a Perfect Agent? Prove your skills with our action-packed *Perfect Dark* Challenge Book, then!



ISSUE 45
The Pokémon Snap Edition

Six monster-packed pages on Nintendo's Pokémon photo-safari, *WWF No Mercy* gets the Special Investigation treatment, *Paper Mario* is Future Looked, we review *Perfect Dark* on Game Boy and stacks more besides!

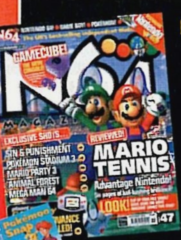
● Get our Game Boy Companion! With Top Ten, reviews directory, a hardware guide and more!



ISSUE 46
The Turok 3 Edition

Our verdict on the Fireseed twins' final N64 outing, plus reviews of *ISS 2000* and *Blues Brothers*. *Perfect Dark*'s combat challenges are tamed, we have a close look at *Mario Tennis*, and there's the first half of our *Pokémon Snap* maps!

● Perfection is now at hand with our complete guide to the solo missions in *PD*. And it's free!



ISSUE 47
The Mario Tennis Edition

It's here! And our six-page review tells you why it's unmissable. Plus, from Spaceworld, we've got a packed report on Gamecube and GBA, and a stack of N64 previews. Get the rest of our *Snap* maps, plus *Mario Party 2* tips, too!

● Our DGG+ returns, packed with top-notch advice for *Pokémon Snap* and a *Turok 3* walkthrough! Nicely!



ISSUE 48
The Pokémon Puzzle League Edition

Hotfoot from the US, it's the N64's latest Pokégame! Plus *San Francisco Rush 2049* blows us away, we chat to Shigsy about Gamecube, GBA and the N64, and *Turok 3's* multiplayer gets a heap of tippage!

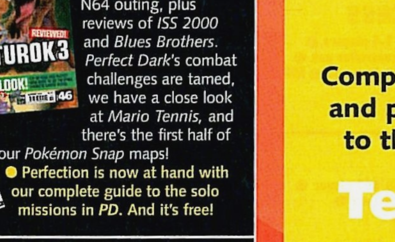
● Become a sporting master with our fab *Mario Golf* and *Mario Tennis* Double Game Guide!



ISSUE 49
The Zelda: Majora's Mask Edition

Find out just how good the UK version of the latest Zelda epic is in our eight-page review. Plus we rate *WWF No Mercy*, *The World is Not Enough*, *Donald Duck* and more! San Francisco *Rush 2049* is mapped and tipped to bits too!

● Master *Mario Party 2* and *ISS 2000* with our great free DGG+!



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PERFECT DARK N64 STICKER KIT

FAST FORWARD

You've learned all there is to know about the history of N64 Magazine. Now peek into the future...





One hundred and eiiighty!

After months of swigging lager and chomping pork scratchings in preparation, we finally got our hands on *Mario Darts* this month. And what a game! The sight of Mario's swollen beer-belly seeping out of his dungarees like soggy bread dough made Alan feel rather unwell, but there's no arguing with the action-packed arrow-based antics on offer in the game.

Also in this issue, we just managed to squeeze the release of Gamecube into a spare corner – we doubt there was a single magazine, retailer or customer prepared for Nintendo actually releasing the thing on time.



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WE CHAT TO SHIGSY JR! "If there's one thing I hate, it's videogames."

N64 MAGAZINE

BANJO-SEVENIE

Please, God, no – we've run out of bear puns! p6

IN COLOUR!

SUPER STAMPER BROS

The Rare game where secrets *stay* secret! p68

MARIO PARTY 6

Luigi's drunk, Yoshi's passed out on the sofa! p74

REVIEWED!

TUROK SLIDESHOW

Jaw-dropping graphics! – No framerate – at all!

PLUS! planet GAME BOY

POKÉMON OBSIDIAN

Nintendo's desperate hunt for new colours! p35



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A rare treat!

It's funny how much can change in the space of four weeks. Last issue, we were spitting blood as Rare delayed the long-awaited *Dinosaur Planet* until January 2006, while releasing their 12th Disney-based *Mario 64* clone in as many months. This month, though, we're in love with the Twycross team all over again, after they revealed *Super Stamper Bros* to a decidedly gobsmacked Geraint.

It's an unconventional platformer set in the Rare offices. Try to enter a secret room and your N64 will switch itself off, while the three hours of high-quality speech in the game consist simply of "No comment" repeated over and over.



Traggots!

When, around six years ago, Shigsy told the world that he'd be giving Mario a new, more mature look, we had no idea it would turn out anything like this. Playing *Super Foul-Mouthed Womanising Bros* this month, Andrea's already been sworn at over 300 times, been asked by Luigi if she wanted to 'party', and has had Mario show her round his bedroom with a frankly disturbing glint in his eye.

Elsewhere, Rare are in the national news after setting Eurocom's Derby-based HQ alight over thieving their ideas, and Geraint's trousers have fallen apart in the middle of the supermarket after he tried to carry the new 'Portable' N64 around in his pocket.



Coming soon in... N64 MAGAZINE

REVIEWED

BANJO-TOOIE

The bear and the bird are back, bigger and better than ever! Don't miss N64's colossal review!

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Sin & Punishment

Find out how this insane Japanese shoot-'em-up plays!

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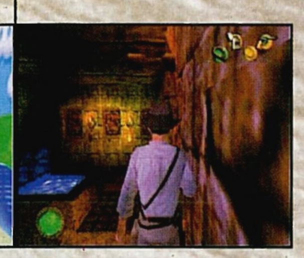


Reviewed!

SIN & PUNISHMENT	MARIO PARTY 3	INDIANA JONES







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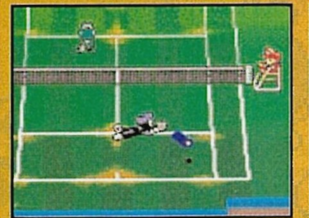
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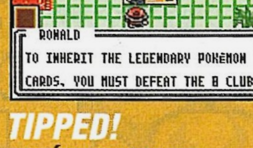
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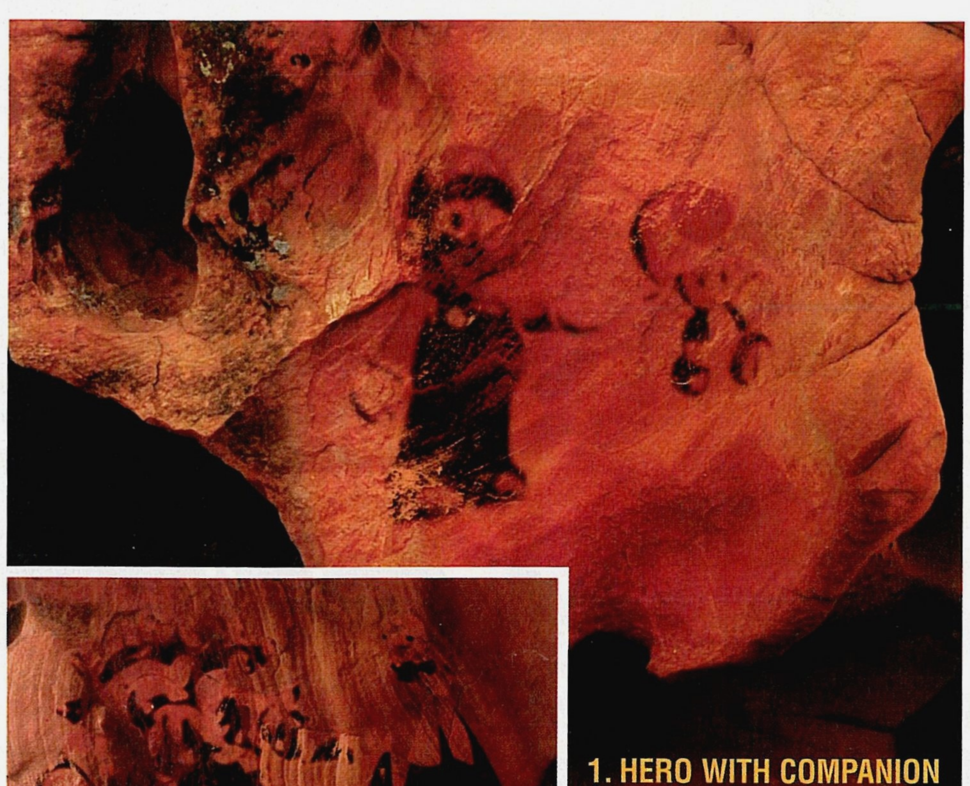
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NATIONAL MARIOGRAPHIC

Unearthed!



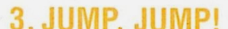
Our team of specialist archaeologists recently made this impressive discovery. We are proud to present the definitive origins of the portly plumber, found in a series of subterranean caves in videogame creator Shigeru Miyamoto's home town of Sonebe, near Kyoto. Young Miyamoto used to explore these caves, and the sense of wonderment and excitement was the inspiration for Nintendo epics like *Zelda* and *Metroid*.



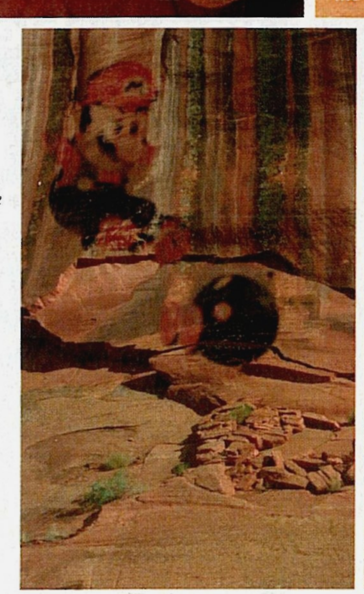
1. HERO WITH COMPANION
Here we see the warrior-tradesman 'Marryo' with his gnomish companion 'Frog'. Note the primitive brushstrokes. Chemical analysis has shown that the paint consists of the hollowed-out innards of a flying turtle indigenous to the region.

5. CELEBRATION
Marryo is reunited with his lost love, and they have baked a celebratory dish to commemorate Marryo's victory over Booser. This is a typical example of the heroic storyline: we can trace the origins of the current 'Mario' tales from these humble beginnings.

2. FOLK DEMON
(Above) Current scholarly research indicates that the aggressive, spiky figure represents the demon 'Booser', a character typically associated with the abduction of the other figure present. She is 'Princess Doyzee', goddess of baking and hair-styling products.



3. JUMP, JUMP!
(Right) The martial arts for which Japan is renowned can be observed here in their primitive forms. The style Marryo employs evidently favours aerial attacks. The enemy's name is unknown, though he is likely to be one of Booser's cohort spirits.





4. KUNG FU FIGHTING
A classic scene of combat. Marryo jumps to superhuman heights – much to the dismay of Booser, for whom defeat is imminent. Careful examination of this delightful depiction of heroism reveals that 'Peekaboo', the watchful god of justice, is present at this epic battle.

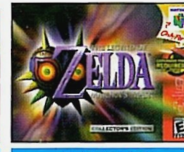


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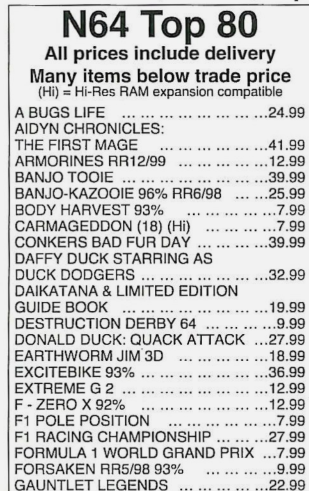



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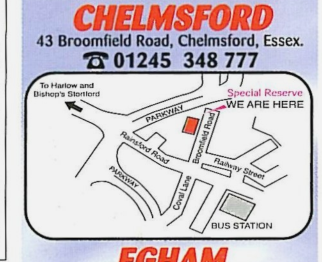
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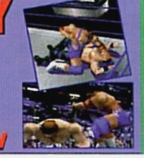
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